

SUPER NES • GENESIS • SEGA CD • PC ENGINE • NEO GEO • JAGUAR • 3DO • GAME GEAR

DIEHARD

GAMEFAN

NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 2 • ISSUE 2

BREAKING NEW GROUND IN 32 BIT GAMING:

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THE BEST OF '93

INSIDE THIS ISSUE:

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RAIDER

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ALIEN VS PREDATOR

DINO DUDES

SEGA

SONIC 3

BARRE KNUCKLE

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OUT OF THIS WORLD

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BATTLECHESS

ALL NEW FEATURE:

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**GO AHEAD,
PICK A FIGHT!**



A vibrant, stylized illustration of a city skyline. In the foreground, there's a large, colorful 'A' logo. Behind it, a sign reads 'WELCOME'. The background features a cityscape with various buildings and a bright, sunny sky. The overall style is reminiscent of a classic video game or a retro poster.

The logo for 'Teenage Mutant Ninja Turtles Tournament Fighters' is displayed. At the top, 'TEENAGE MUTANT NINJA' is written in white capital letters inside a red, banner-like shape. Below this, 'TURTLES' is written in large, green, blocky capital letters with a thick white outline. Underneath 'TURTLES', the words 'TOURNAMENT' and 'FIGHTERS' are written in a stylized, red, brush-stroke font. A small 'TM' trademark symbol is located to the right of the word 'FIGHTERS'.



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THE

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GAME FAN

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Welcome to the Editorial Zone. A place where I, a person crazy enough to make a video game magazine, gets to write whatever I want. So, this month let's talk about the three toed Wallaby, a lovable little mate from down unda... uh, hold on. What was that you guys? I'm a what? OK, OK, I gotcha. Scratch that. Since a lot of people will read this at the CES, I'll talk to you. So, how do you like the show so far? Feet hurt? Have you met with Jay? Did you give him an exclusive and some free stuff? Good, make sure to see Maria (if you can catch her) before you go. She's got some cool stuff to show you and, if you've got a sports game, I'm sure the Talko man's been to see you. I hope you brought some good games to introduce in '94 because your audience is chomping at the bit. The Postmeister's been working overtime reading all their letters. It seems they are ready for change. New play mechanics, more adventure and more interaction seem to be on their minds. If you've got a big license, take your time and make it good-Aladdin set new standards. Action/Platform games are still looming large and, even though you won't believe me, they want more RPG's from Japan. Other than that, my advice would be to take some risks this year. Pass on that big license and do something original-one new creative well programmed title is better than two mediocre sequels. Good luck with everything you do this year and have a great show, maybe I'll see you around. If not, until June...

P.S. To all of our readers, look for some spectacular GF show coverage in our next issue!

Dave Halversen



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FIRST TIME ON
GENESIS™ &
GAME GEAR™!



**MOTOR CITY
SHOWDOWN!**



**TEAM-UP WITH
ROBOCOP'S OLD
ADVERSARY...
THE GIANT ED-209.**



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GENESIS

GAME GEAR

FLYING
EDGE

SEGA



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DIEHARD

GAME FAN

NEXT GENERATION VIDEO GAME MAGAZINE



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All Art By:
Terry
Wolfinger



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SUPER NINTENDO
ENTERTAINMENT SYSTEM

LICENSED BY
Nintendo



ART OF FIGHTING

Based on the super-hot NEO-GEO coin-op, Ryo and his friend Robert need all their strength and skills in South Town to rescue Ryo's kidnapped sister. They must battle and defeat the toughest villains ever assembled. All these fighters are big, powerful, strong - each with special skills you'll love to use.

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- Huge graphics plus blazing-fast animation
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Now for a limited time, you can purchase Art of Fighting and get \$5.00 back from Takara. Just buy the game from any retailer, fill out the coupon with your name and address, and mail it along with your receipt and the UPC symbol from the game box to Takara at the address below. You'll receive your \$5.00 rebate within 4-6 weeks of receipt of your coupon. But you'd better hurry - this offer expires on January 31, 1994.

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Only one rebate request per Art of Fighting game may be submitted. Duplicate rebate requests will not be processed and rebate request must be received by 1/31/94.



— TO —

PREPARE FOR

ETERNAL

CHAMPIONS,

USE STREET FIGHTER II

AS YOUR

TRAINING

WHEELS.



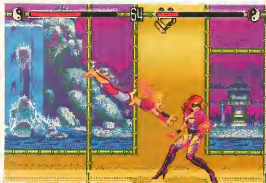
In a full force attack, Blade rushes Shao in China. Look at those warriors, they're huge. A wing like Blade's wouldn't stand a chance.



In the Tournament Mode, Tribal pulls a dragon-flying attack on Mute. 32 players can compete here, 20 more than any other fighting game.



Clark and Rex doing a few kicks in the practice mode. Name another game that lets you hone your skills before battle. Don't rock your head, there isn't any.



The Battle Room, where the cover itself can sap your strength. Here, Jetta does a little sipping of her tea with a double-fluxus as Shao. Hey Johnny Cage, scared you'll get whopped by a girl?

You probably aren't prepared for such an intense fighting game. Few are. That's why we've included the Holo-Trainer and Instant Replay, to help ready you for fierce competition. You'll battle nine huge warriors, each with their own martial arts fighting style, like Jeet Kune Do and Ninjitsu. With 35 killer moves, any of these guys could kick Guile's butt. Get good enough and you'll discover all the cool Overkills. **SEGA** Prepare yourself. Because when it comes to pain, it's better to give than receive.

ETERNAL CHAMPIONS



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HOCUS POCUS

Travel With The Controller to Hocus City and Where Cheaters Prosper

Presented by:

CAPCOM



Ecco the Dolphin

(Sega CD)

Fun with flipper.

Pause the game with Ecco facing you then press: right, B, C, B, C, down, C, up. Is that a new menu I see?



Aladdin (Genesis)

Level Select:

Pause at any time and spell out ABBA, ABBA. A raucous band, but a cool code.

Aladdin (Genesis)

Your wish is David Perry's Command! At the title screen, type in A, C, four times, then B four times and presto! Cheat city!



Dracula X (PC Engine Duo)

Special Attack

After rescuing Maria in stage 2, choose her after you die. When you use her you'll be able to perform this special attack: Quickly press Down, Up then Down/Forward + Attack. If done correctly you will be able to project your alter ego.





(Fill in the fighting word of your choice.)

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You've Met Your Match.
The exclusive Group Battle mode is found only on Genesis. And the Turbo mode gives you the speed you need.



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CAPCOM

GENESIS
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HOCUS POCUS

Take a Wild Fly Controller in Hand To A World Where Characters Prosper.

Sonic CD (Sega CD) More fun with Sonic CD:

At the title screen, press down, down, down, left, right, then the A button. This will land you in the sound test screen. Now just enter these codes:



To enter a debug mode for either a Normal Game or Time Attack, enter this code (a) and you'll see this screen (b).



Enter the debug code shown above, press Start and begin a normal game. Press the A button to change characters, press the C button to place objects, and press B to play the game.

Enter the debug code shown above, and go to Time Attack. Hit A or C to jump and press B to pass through objects.



This couldn't wait 'til the 21st century.



The "X" generation of Mega Man adventures is here.
For the first time on the Super NES.

As his last great creation, Dr. Light developed "X"—the first thinking, decision-making robot. Years later, Dr. Cain modifies his design to make thousands of supposedly "harmless" Reploids. That is until Sigma, the most intelligent Reploid of all, decides to lead the others in eliminating all humans from the planet. Now "X" must hunt down Sigma using his all-new arsenal, including the X-Buster and the awesome Emergency Acceleration System. It's the Mega battle of the next century, found only on the Super NES.



"X" uses his X-Buster to save Zero, the leader of the Maverick Hunters from the evil Vile.



When the robotic amoeba gives "X" to the ground, either he shoots or he's stuck.



"X" destroys an enemy submarine full tank and things get extremely explosive.

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"N I say
sion
said
attle S
attach
ch



HANG ON!

PANASONIC INTRODUCES
INTERACTIVE

said,
mountain.
Trebhor sur
seen here. alrigh
acid twi
up to the
ck skittered
ically going to
high.
serene
rumble up fro...



IT'S REAL.
THE R-E-A-L. 3DO.[®]
MULTIPLAYER.

More responsive, more colorful, and up to 50 times more powerful than ordinary systems. It's 3DO technology and Panasonic makes the only system that has it.

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Entertainment, music and more interaction than ever—the Panasonic R-E-A-L 3DO Interactive Multiplayer brings you the future in one amazing unit. And, yes, it'll fly.

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Here's your chance to let all the game companies know what you're playing and what you would like to see in the future, so drop us a postcard. If your name is picked from our monthly drawing, you will be the lucky recipient of one of the fabulous prizes listed below. So, what are you waiting for? Start writing!

TOP TEN

- 1 Samurai Showdown (Neo)
- 2 Mortal Kombat (GEN)
- 3 SF 2 Turbo (SNES)
- 4 Aladdin (GEN)
- 5 Sonic CD (SEGA CD)
- 6 Silpheed (SEGA CD)
- 7 Gunstar Heroes (GEN)
- 8 Landstalker (GEN)
- 9 Starfox (SNES)
- 10 SF 2 SE (GEN)

MOST WANTED

- 1 Super SF2 (ANY)
- 2 Mortal Kombat CD (SCD)
- 3 Clay Fighters (SNES)
- 4 Empire Strikes Back (SNES)
- 5 NBA Jam
- 6 Tournament Fighters (SNES)
- 7 Actraiser 2 (SNES)
- 8 Sonic 3 (GEN)
- 9 Eternal Champions (GEN)
- 10 Castlevania (GEN)

First Prize: Your choice of a core SNES, GENESIS, or GAME GEAR.

Second Prize: Your choice of one of the Picks of the Month in Viewpoint.

Third Prize: A FREE year of Game Fan!

Congratulations to the following winners of last month's contest:

First Prize: Cathy Hardy of Madison, WI • **Second Prize:** Chris Souza of Grass Valley, CA

Third Prize: Teresa Coleman of Washington, D.C.

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to:

GAME FAN TOP TEN 6400 Independence Ave., Woodland Hills, CA 91367

Drawing is limited to One (1) entry per person per month. Hope to hear from you soon.

Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.



YOUNG MERLIN
FOR THE SUPER NES™



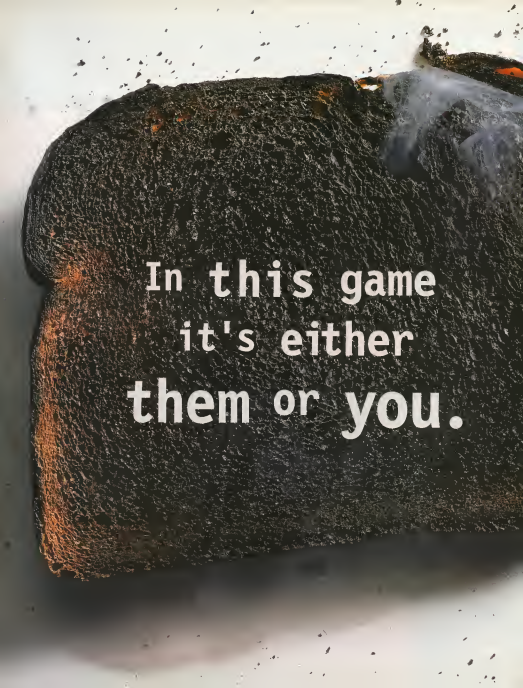
Westwood

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A large, dark, textured rock, possibly volcanic, is the central focus. It has a rough, porous surface with some lighter, brownish-orange mineral deposits or cracks. The rock is set against a light, off-white background that is speckled with small dark particles, suggesting a sandy or ashy environment. Overlaid on the rock is the text "In this game it's either them or you." in a bold, white, sans-serif font. The text is arranged in three lines: "In this game" on the first line, "it's either" on the second line, and "them or you." on the third line. The overall mood is stark and dramatic.

**In this game
it's either
them or you.**

SOLDIER OF FORTUNE



You're a mercenary mowing down every diamond-spitting lion and back-flipping lizard freak in your path.



The gold you earn pumps up your character's speed, skill and weapon power.



Around every corner lurks another sleazeball with a bad attitude.



You'll need a partner to watch your butt. Recruit a friend or let the computer back you up.



Set up crossfires and ambushes, because teamwork is the only way to survive.



Do you have what it takes to face the Chaos Engine without being reduced to a charred pile of gristle?



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MONTAUR HAVING
JUST FOUND OUT THAT
THE POSTMEISTER IS IN
SERIOUS DANGER, HAS JUST
UNDERGONE A TRANSFORM-
ATION CAUSED BY THE RAGE HE
WAS SUDDENLY FEELING. *

45 SEP 21 LAST BM

THIS METAMORPHIS HAS
LEFT MONITAIR COLDER
MORE MACHINE THAN MAN.
FOCUSED.

AND THAT FOCUS IS TO
FIND THE POSTMEISTER

CLICK
TAG
TID

SCHEINING FOR WEST TARISS

圖例如下：
 1. 1000000
 2. 1000000
 3. 1000000
 4. 1000000
 5. 1000000
 6. 1000000
 7. 1000000
 8. 1000000
 9. 1000000
 10. 1000000

LOCATED MULTIPLE
FOOT PRINTS
STATUS: TRACKING

HAVING PICKED UP THE ATTACKERS' TRAIL, MONTAUR QUICKLY FOLLOWS.

MEANWHILE, THE
POSTMEISTER HAS
TO DEAL WITH
PROBLEMS OF
HIS OWN!

UFF
DOOF
GRUNT

YOU'RE GONNA
REGRET THIS YA
KNOW. MONITOR
WILL FIND ME!

I SHOULD HOPE HE'LL FIND
YOU. I THINK I'VE LEFT
AN OBVIOUS ENOUGH
TRAIL FOR HIM TO
FOLLOW. YOU SEE...

... I DON'T PLAN ON
LETTING EITHER ONE
OF YOU LIVE.

BOY, TEAM GAME
FAN MUST HAVE
YOU PRETTY RATTLED
FOR YOU TO RESORT
TO THIS. YOU MUST
BE HIDING SOMETHING.

NOT RATTLED, MERELY
CONCERNED; WHAT WITH
THE RELEASE OF OUR NEW
GAME SYSTEM SO NEAR.

FOR YOUR INFORMATION, WE
HAVE SPENT OVER THREE WEEKS
IN RESEARCH AND OVER \$800.00
IN DEVELOPMENT COSTS ON THIS
PROJECT. AND SOON, WE WILL
BE READY TO

RELEASE ON
TO THE
WORLD...
THE 17
BIT,
BLOWMEISTER
"PLATYPUS"!
HEE HEE!

HA! YOU
MAKE A GAME
SYSTEM? HOW'D
YOU GET TO BE
HEAD OF THIS
COMPANY.

ER. NEVER
MIND THAT
LAST PART.

SOUNDS
LIKE A TERRIBLE
PRODUCT. NO SOFTWARE
COMPANY WILL SUPPORT
A SYSTEM LIKE THAT!

WE DON'T
CARE ABOUT
SUPPORT. WE
ONLY NEED TO
SELL SYSTEMS.
SO WHAT IF
CONSUMERS
AREN'T
SATISFIED!

YEAH WELL I THINK PEOPLE
KNOW TO STAY AWAY FROM
"BLOWMEISTER GAME" PRODUCTS.

PRECISELY WHY
WE'VE CHANGED OUR
INITIALS TO B.G.M.
AND ALSO WHY YOU AND
YOUR TEAM MUST BE
DESTROYED BEFORE YOU
HAVE A CHANCE TO
BAD-MOUTH OUR
NAME!

CLICK
WHIRR

SHOOOSH

UHP!

MEANWHILE
MONITAU'S QUEST
IS ALMOST OVER...



THE TRACKS
STOP HERE

0000-REAROUT
HEAVILY ARMED
FORTRESS

STAT:
0000H
810-MICH
SUB STRUCTURE

X180°
Y 31°
00



ADDITIONAL ASSISTANCE
IS HIGHLY RECOMMENDED...



ALL RIGHT,
SEND CODE
YELLOW
BACK UP
REQUEST
TO GAME
FAN HEAD-
QUARTERS

AND SO A MESSAGE IS SENT...

...AND
RECEIVED



RECEIVED MESSAGE
MONITAU REQUESTS
BACK-UP ASSISTANCE
AT THE FOLLOWING:

BLINK



HMM.

SOON...

THOOM!



ALL HERE'S
OUR GUEST
NOW. PLEASE
COME IN,
MONITAU!



CRACK

THANK YOU,
BUT THERE'S
ONE OTHER
THING



I HAVEN'T
COME ALONE

STAY TUNED

YOU BRING THE LIGHTNING

AH-3 THUNDERSTRIKE™



Bring terror to the terrorists. Cruise into town and rain on a guerrilla parade with your deadly whistler rockets. Send a message to drug lords, dictators, and guys named Saddam!



This ain't "Treasure Island." We're not talking eye patches and Jolly Rogers here! These pirates pack enough firepower to blast you into the stratosphere.



Don't play too soon after eating. With a dynamic 360-degree rotational universe, you'll feel like you're flying. And you'll view the destruction in grizzly detail.



Hellacious weaponry. Locking on to enemy targets is a blast when you're loaded to the blades with Vulcan cannons, air-to-sea missiles, and AFG autocannons.



Screaming out of the skies over Panama . . .
Strafing pirate gunboats on the South China Sea . . .
Punishing ruthless extremists in Eastern Europe.

As you take her into 10 battle missions around the world, your top-secret AH-3 ThunderStrike attack chopper won't be a secret much longer.

With full-function radar and tracking systems, and intuitive flight and weapons controls, you'd fly this chopper down the throat of the devil himself. If that's what it takes. And it will.



SEGA CD



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(cont.) amazing feats ever attempted. This is a circus act like no other, with thrilling stunts and a flying acrobatics that will thrill the audience. Some of the highlights: Aero the Acro•Bat, a high-flying, death-defying who combines superhuman artistry with excitement and danger. This reporter has never seen anything quite like it.

The circus starts out innocently enough, with Aero soaring through the air in a series of aerial somersaults. This is gold medal stuff, fans. He flips, zips, hurls and whirls through the air, as the audience gapes and gasps in amazement. "Aero the Acro•Bat is a totally awesome dude," said Rita Zimmerer, one of the lucky girls who sat in the front row of the circus. "For a little bat, he's got a lot of guts."

Aero's act is based on his agility and plain old guts. He frequently buzzes the audience as he leaps from trapeze to trapeze, bathed in brilliant yellow spotlights. As the audience holds their collective breath in silent amazement, at times the only sound is Aero's high-pitched squeal of delight as he prepares for one of his now-famous power dives.

Even the other circus performers stop to watch Aero. This reporter noted clowns, magicians and even the ride operators from the fair gathered under the big top, wondering what might happen next.

fun, but then it got weird," recalled circus janitor Al Artus. "I thought that little bugger was gonna bite it, all right," added Janette Hyssong, circus vendor.

Leaping from a towering, teetering platform, Aero the Acro•Bat realized that this was more death-defying than he could handle. One of the platforms was rigged with explosives... which threatened not only the super bat, but the entire audience as well! "I thought I'd wet my pants," complained Karen Shadley, a shy young girl who had traveled all the way from Illinois to see Aero the Acro•Bat perform. "When that platform disintegrated, my life was in Aero's hands." Capable hands indeed, as it turned out.

Shrouded in darkness as the night mysteriously malfunctions, Aero leaped to safety, uninjured and still manly, with a flourish!

But it was only the beginning. Not only did Aero have to protect the audience from the danger of falling debris, he had to protect himself from the "bad boy of the big top," the evil, diabolical and just plain mean Edgar Ektor. This guy must really hate bats.

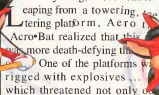
This reporter noted that Ektor was a villain who botched the circus and anyone who got in his way. And he's not about to stop until Aero—and the circus—are destroyed. Ektor has employed a team of dirty, nasty, filthy, scheming nogoodniks to help him carry out his

plan. Clowns that can literally make you laugh to death. Not to mention whipping spiked balls that can do serious damage. Or a psycho madman named Marko, who constantly shoots himself out of cannons like a crazed kamikaze. Aero can't even mention the tightropeballerists who loves to squish bats. Not a handful!

But these battles can't compare to Aero's early struggle toward fame. Auditions

landed him bit parts in low-budget films, but nothing he could sink his teeth into. He answered a casting call for a made-for-TV baseball movie. Yet his hopes were quickly dashed. "They said they needed bats," says an embarrassed Aero. "How was I to know they meant wooden ones?" But that setback didn't keep him from the big time under the big top, where the wicked Edgar Ektor was waiting.

The evil Ektor carries a lot of emotional baggage. According to Bruce Reilly, criminologist and noted circus buff, Ektor was banished from the circus years ago after endangering the lives of his fellow circus troupe



members. Allegedly, his innocent pranks and practical jokes took a decidedly twisted turn, and he enjoyed inflicting pain and suffering on circus performers and audience members alike. "Ektor was a really, really sick little boy," said Alison Quirion, the renowned performing poodle trainer who worked

Ektor during the early circus days. "He started out with all sorts of sick stuff, like squirting ketchup, exploding cigars, glue on your underwear, and sort of things. Next thing you know, there's grease on the floor and dynamite in the air."

Ektor hadn't been around for years. Until he suddenly appeared in the ring with a bomb in his paws. "He was a real demise in minutes," said Tad "Smiley" Shishkebab. "I was sitting with the crowd, and my brain was like, 'What's going on?'" "I thought we were going to be killed," said members of the crowd. "I promised Ektor I'd be there, and they bagged the live animal."

But Aero the Acro-Bat was a licking and kept on going. Using strength and wit, he found himself negotiating a series of endless series of trampoline stunts, landing far into the air, and using his force . . . all while avoiding becoming a shishkebab on hidden spikes. "It was really warped, man," said David Siller, who himself sur-

vived an attack by Waldo, the wicked, whipping lion tamer when Aero swooped from the air and deftly punched the muscular Waldo into a pulp. "It started out as the coolest circus act," he said, "but then the bodies flying everywhere and the fleas from the flea circus were into demolition."

Aero continued to perform for the now-terrified audience even while the sicko saboteurs tried to slice him into

pieces. The Saboteurs tried to kill him, but he was too fast for them. He was a real demise in minutes.

Ektor had placed on the floor and roof. He spun, drilled and flipped his way past an onrushing convoy of Ektor's hench-

men. And he finished them off with his money's worth of circus. Because the audience kept right on to the show, disarming hundreds of booby traps on the fairground rides and saving thousands of lives in the process. In the meantime, many circus goers and themselves locked in animal cages, their fate yet to be determined by Ektor. "We had just gone down, and I got some cotton candy when this horrible, ugly slimeball grabbed me from behind!" recalled Tad "Smiley" Shishkebab. "He threw me in the air, and I thought we were going to be killed," said Siller, "for sure," said Siller, "and we didn't even get to the candy," he added.

The reporter, the climax of the show, the big top" of the circus. The diabolical, intelligent, makes Aero to a fight to which is appalling. The winner of the colossal clash turned out to be (continued)

Ektor had placed on the floor and roof. He spun, drilled and flipped his way past an onrushing convoy of Ektor's hench-



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WE WANTED TO EXPLAIN HOW ACCURATE OUR F-117 STEALTH SIMULATOR IS, BUT THE PENTAGON GOT A HOLD OF OUR AD.

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Make no mistake, F-117 Night Storm, featuring the F-117A Nighthawk, is the top of the line high-end flight simulator available to the public. It is also the first F-117 on Sega Genesis in the 16 MEG format making it the most powerful and authentic copy of the world's most sophisticated strike fighter. 16 MEGs of digitized speech and bit-mapped special effects, as well as make for big pay-offs when targets are struck. Not unlike the CIA Mission over Libya when



Cuba, Grenada, Libya, Panama, Peru, and others. F-117 Night Storm even has movie insets that pictorially illustrate the unfolding gameplay. For example, There are two modes of play: arcade and campaign (for a career) which basically means the specs of this simulator are frighteningly realistic. For example, revolutionary infra-red displays and laser targeting. Not to mention Your wingspan

is 43 ft. 4 inches, overall length 65 ft. 11 inches, body length 55 ft. 1 inch, height 12 ft. 5 inches, wing/body area 1070 sq. ft. Powered by non-afterburning engines Thrust 10,600 lb., bypass ratio 34:1, weight 1820 lb. Max take-off poor fuel 13,000 lb., weapon load Max mach speed max speed at sea level best max speed at 35,000 ft.

Weapons available: GBU-27 Paveway, AGM-88A HARM, AGM-68E Maverick.

**16
MEG**



Your mission begins at the training grounds in Nevada. Further instructions are provided Baghdad, MIG-infested flashpoints.



Basically, this F-117 flight simulator is loaded down with all the bells and whistles. No ifs, ands, or buts.

EGA

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GROUND ZERO, TEXAS™

Aliens disguised as humans are ready to exterminate the entire human race. It's up to you to stop them. Discover their plot, figure out how to kill them (man-made weapons only, thank them) and annihilate their forces before it's too late. But be careful. Screw up and you'll be reduced to subatomic particles of radioactive fallout.

Like you're in the room with them. Which, in a way, you are. What does all this TraVid™ stuff mean? It means your optic nerves are in for a workout. It means you should go try these games. It means you may soon be wearing your hair differently. It means these games are indeed the next level. It means 110 volts never felt so good.

SEGA CD™
WELCOME TO THE NEXT LEVEL™

SEGA SECTION

SONIC: ROBERT TUCKER
CASTLEVANIA: NICK MAZUR

Castlevania BLOODLINES

Of all the action games that I have played (and I've played them all) there is one in particular that I always love returning to, no matter what system it is on. That game is *Castlevania*, a game which could never have to many sequels. This time around the awesards at Konami have finally put it exactly where I wanted it, on the Sega Genesis. Once again the lone 16 bit leaders, Sega, with a system many of us have enjoyed for almost five years and Konami, a company who's games have entertained us for ten years come together to deliver yet another great game, *Castlevania Bloodlines*. The year is 1617 and and the Devil's concubine, Elizabeth Bartley has set out to revive Count Dracula. To do this she must travel throughout Europe recruiting all of the powers of darkness. Your job is to stop her before she makes the beast. This is one evil lady, let me tell 'ya. I'll get to the graphics, play-ability etc...

but I must start with the music and sound effects. *Bloodlines* features a 24 of the best tunes I have heard on the Genesis this year, in fact if the release date was in 93 the best music, cartridge award would have been different. The sound effects are just as, if not more impressive, with over 100 effects ranging from screaming enemies to exploding armor. For an 8 meg game of this size, it is quite an effort in this all new adventure you can assume the role of either of two Belmont (the great





line of vampire hunters' ancestors, John Morris or Eric Lecarde, John uses the familiar whip, the Vampire Killer, while Eric draws a new weapon to the series, the Alcorde Spear. Although Eric is a strong character I opted for John, who is more reminiscent of Simon and can swing with the whip (a great feature). Eric also has a great move, holding down briefly and hitting jump vaults him upward. Graphically Bloodline delivers, with huge multi-jointed bosses, great special effects like rotating towers and reflections, and detailed well animated characters and enemies. When at rest, both characters animate. The difficulty is adjustable although you won't beat it quickly even on the easiest setting, for an 8 meg game it is quite

long as a password feature is included. Since this is a preview, (like I didn't just review it) we're only showing you about half of the game here. We'll have a review for you next month, as soon as I let somebody else play it (I hogged this one), see you then.





BRUTAL



Here are some more early shots of Gameteks upcoming cartoon fighter, Brutal. Last month we received only slides, however this time around we were able to get our hands on an early ROM and feel the characters. This title shows a ton of promise. Each character animates smoothly and the control feels very responsive, even without the final moves in. You can always tell if a game is going to be good early on by looking at the work put into the titles, option screens and the demo's and judging from what we have seen so far this is going to be a great game. A lot of work is going into it. Brutal is also different enough that even if you already own a couple of fighters it is still a must have. The characters actually gain spirit and become better fighters as the game progresses, which is an exclusive feature to this title. The backgrounds in Brutal are very colorful, animated and line-scroll beautifully and, in some you will find the characters moving smoothly behind forward objects. Basically everything is here to make another great fighter for the Genesis. Look for more on Brutal as it becomes available.

E Stone



Leon



Jonah



Lo
Quartz



Wet Wet



King Fu
Romeo



TIME KILLERS

Time Killers was an unexpected arcade hit in 1993, mostly due to the ludicrous, never before seen, on-screen carnage. This game is so violent that it is totally funny. If it had gone big, like *SNK* or *MUG*, could you imagine the media blitzing! "Attention all parents, your children are in grave danger! Do not let them out of the house or they may come home with a chainsaw!" Well, thankfully, TK doesn't have the play mechanics or graphics to make it big time. But as a comical, niche fighter it may find a home with quite a few Genesis owners. Fans of the arcade will be pleased to know that there is quite a lot of blood in this 16-meg cart, even more than was seen in the Genesis version of *Mortal Kombat*. The programmers at Black Pearl have done a respectable job of taking the feeling of the arcade game home. The graphics are a bit patchy and these aren't the greatest backgrounds I've ever seen, but the arcade version wasn't exactly beautiful to begin with. *Time Killers* is a hard game to review, those looking for a *Street Fighter* clone will surely be disappointed while others may find it so different and just totally bizarre that they will really like it. I guess this one is up to you. They say that pictures are worth a thousand words...well, here you go. -Storm out

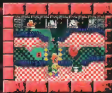


THE LOST VIKINGS



Thanks to Interplay's new 3rd Party Agreement with Sega, The Lost Vikings have finally found their way on to the Genesis. The Genesis game features all of the puzzle solving action found in the SNES version with great graphics, excellent music and sound FX and features between level animations exclusive to this version. Erik, Balcoog and Olaf must use their unique fighting and defensive skills as a team to make it through the fiendishly clever puzzles that the aliens, who abducted them from their village, have planned for our three

friends. If you haven't played the SNES or other versions of this game, you have to give the Genesis version a try. The three vikings are hilarious and are kind of a Norwegian version of the Three Stooges—complete with sight gags and great one liners. The puzzles that you are required to solve get more complex as the game moves on (and it is BIG, featuring 30+ levels). The great thing about The Lost Vikings is that it isn't stuffy or boring. LV is one puzzle game that has its roots in the action game category and it doesn't mind throwing in some slapstick humor and sword play in with its mind challenges. With the many different games coming out for the Genesis this winter, The Lost Vikings stands out as one of the most unique. Talko





Once again EA has surprised and delighted me by presenting yet another stellar effort ala Road Rash. The presence of a warning screen (don't try this at home) says what needs to be said and then it's on to the most unique, kick-butt skating game ever designed. In Skitchin you control a Rollerblader who must duel his way down hectic highways. So, how do you gain on your opponents? By grabbing onto speeding auto's of course. Oh ya, grab onto that bumper! Judge it wrong and you go flyin' baby, and if, by chance some other punk is on your ride, beat him senseless and knock him off for a little roll on the





road. Or you could always pick up a handy pipe and bonk him on the melon.

This is a great game. Skitchin has superb animation, great scaling, and features tournament, 2 player alternating, head to head, one player or two player competitive modes. And finally, you want music? I got your music right here! Skitchin has the best Heavy Metal soundtrack that I have ever heard. That wraps up the preview, look forward to more on this great new title as soon as EA unwraps the final version.

-Storm Out





It's Christmas '93 and Disney games are all the rage. Fine by me, so far, they're all good, including this one, Absolute's Goofy's Hysterical History Tour. This title, like Aladdin, features actual Disney animation on the main character. The game takes place in several historical periods, where Goofy must find a

required historical item, negotiate the level and then fight a boss. Sound educational? Well, gladly, it isn't. Goofy is non-stop Action/Platform with long, challenging levels that will test even the best action gamers jumping skills. Graphically, Goofy delivers, with excellent animation, well drawn enemies and detailed, scrolling backgrounds. The music is a bit mild, but done OK and fits the game well. What stands out the most, however, is the excellent layout of the levels, which feature both vertical and horizontal elements and some pretty treacherous jumping. The control is great, so even though the game is very challenging, it remains fun to play until mastered. Goofy's techniques include: head-bouncing, grappling and swinging to defeat his foes and get where he's going and, of course, his trademark personality is featured throughout the game.

Overall, Goofy is a solid Action/Platform that is a must for all Disney fans while remaining challenging enough to please even the most demanding action gamers.

-Takahara



FIDO DiDO



Like this cartoon, *Fido* has a cool charm. He's got no one and does things in his own little way. In this game, as usual life, Fido seems to get himself sucked into one predicament after another. You see, the artist

who draws Fido has fallen asleep at her table, a choice time for Fido to spring to life and cruise the neighborhood which consists of a Sega Genesis, a pencil holder, a postcard, a waste basket, a book, and even the artist's car. Each of these levels have an objective for Fido to overcome which takes a lot of exploring and a little ingenuity. The graphics in *Fido* are classic enough, there isn't hoards of color, but that's part of the game, being that Fido and most of the enemies around him are in black and white. Fido himself is kind of an envious character, so it may take some time to get him under control, oh, and be prepared to do a lot of jumping.

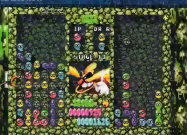
There are all sorts of objects to pick up along the way, each serves a special purpose and your job is to figure out what that purpose is. The game is pretty long and comes with a much appreciated password feature. There are also some loopy three-part bonus rounds where you first ride a backing tennis and collect potatoes, then shoot these spuds as flying missiles for cash, and then bet that can't be some rounds of Black Jack (I have no idea what the fun is to do with the game, but it's there). As far as difficulty goes, I found the first levels to be a bit difficult than the last but average gamers will probably have their hands full for a few days. The thing that impressed me the most about *Fido* is that it's not just another standard action/platform (just bounce on the enemies and reach the boss at the end of level type game). There's more thought and exploration involved. It's clear that the programmers spent a lot of time producing a really game that breaks away from others in this category. -Vic Goo



GROUND ZERO TEXAS

Team Inpactsoft has just added to their library of hit video titles for the Sega CD with *Ground Zero Texas*. It's the kind of a high-tech mess of war that *Top Gun* and *Right Trip* will never like, despite their low-budget origins ahead video gaming action. The action starts in a Dallas, TX, where also have been kidnapping people from the news and hazing them before they learn that take on the form of whoever they have kidnapped through a computer screen where presented over 800 new facts to ride more victims. We especially in a part of the game trying to rid the use of those things. These people believe you have a machine. If you're the fourth, there is a 10-25 rating with a large scale for the first mission of *Ground Zero*. Better to fight Top, GZ features a four camera system: you can see through the lens, how they present it each location and it's your job to respond to whatever you presents the biggest scene available and, eventually, you who needs to give you time to finding the alien weapons cache (at first there is break out the flowers and it will be back, such as to find them missing). Once there, you will have to destroy the alien labs, or the target. Once you're ready the enemy will hit. Beware: once the alien camp of you is hidden of alien troops. You then have the chance to find the job and destroy them (each place of gun). The focus in this game is on keeping your enemies from sustaining too much damage so that they remain operational. This is, of course, dependent upon your shooting skill. If you release on down, you're gone. *Ground Zero Texas* is the last game to take in the series. Although this type of presentation isn't allow the degree of interesting going that we would all like to see, the story is strong and the bulk of the game makes you "feel" like you have more control over the interactive game. The rules is very well done and the music and sound effects do a good job of depicting the summer, disaster mood of the game. The play controls are very straightforward (a little hard to apply) and there are times when you are sure that you wanted the data only to find your camera absorbing more damage but play mechanics are a good environment over others, comparable product. Also, with two CDs and over 110 minutes of action video, *Ground Zero Texas* provides a lengthy challenge for fans of this style of game. Definitely worth a look for Sega CD gamers. - Mike





Anyway, here at GF we'll tell you, I'm not the guy to ask about puzzle games. In fact, I hate 'em. That is exactly why I am writing this article. I love this game! It's like playing Street Fighter, only instead of "shoveled", it's "yippy!". That's the sound you hear just as you drop a load of Refugee Beans into your buddy's dungeon, causing him to pinto and you to laugh. You see, in Dr. Robotnik's Mean Bean Machine it isn't merely stacking and matching, it's setting up strategically far color coordinated combos. To help make things even more interesting, the awesome accompanying music is fast and dangerous sounding, reminiscent of Devil's Crush. When you play against Robotnik and his Henchbots, you are first greeted by your opponent (who is animated perfectly) and then the screen scrolls down to the dungeon. During your battle, that Henchbot's face is displayed in the middle of the screen, so you can watch his expressions change according to his status throughout the match. It's pretty funny. Each of the Henchbots is more cunning than the last and each has its own strategies. Beat them all (there's a catch here) and you'll meet Robotnik himself, who looks so good in this game he deserves an action game of his own. No matter what kind of games you're into, Dr. Robotnik's Mean Bean Machine will definitely provide you with hours of fun and laughter every time you play it. Puzzle game of the year! E Stone



WWF RAGE IN THE CAGE



If you own a Sega CD and you're a fan of the WWF, then Acclaim's got just the game for you. After you're done watching your Saturday allotment of the wacky WWF, here's another title to prolong the pain. Take all of the hard hitting wrestling from the cartridge games, add full motion video, personal bio's (complete with trademark tunes) on each of the 50 wrestlers and those famous steel cage bouts and you've got the ultimate experience for wrestling fans, WWF Rage in the Cage. Choose between one fell, brawl, tournament, or the cage and enter the most realistic wrestling action ever for a home system. Along with those features, you get the

actual cheers from the crowd as well as a full vocal introduction of each combatant at the beginning of each match. The graphics here are strictly of the cartridge genre, as are most Sega CD games, but the addition of the FMV, cage bouts, and the realism that CD brings make this a game that most WWF fans should find very entertaining. Hey, if you can sit through an entire WWF match without breaking into uncontrollable laughter, then you've definitely got what it takes to master this one. -Kid Fan





Impressions is about as bright and happy a color scheme as you'll find in the last generation.... in 3D, it's really 3D! Well, pretty close. Although the images don't necessarily pop out of the screen, the feeling of depth is truly unique. Through a series of scrolls and bright colors you get the feeling that you're looking into the game, not just at it. This is accomplished with the use of special painted images that come packed in with the cart (the stuff is cool, huh?). However, 3D alone does not make a game great, so how does Jam stack up? JP has both action/adventure, side-scrolling levels and horizontal shooting levels. In the action sequences you basically run, jump and shoot at the bad guys. There's a lot of vertical jumping which you may find yourself trying to rush through, but however, enemies never last, so until you know their schemes, move constantly as Jam is fast... usually. The shooting is pretty standard stuff this year, but the 3D makes it look way cool. It's like you could reach into the screen and grab your shot... and it's true. Again immersion is necessary, so don't stare at the effects too long; concentrate more! You're going to crash, you idiot! The music has that Western European flavor that is actually quite good, but the graphics are the biggest plus in Jam Power. Everything screams, screams, screams with color and there are tons of scrolls. Jam is well animated, and when running he has a unique three dimensional look, although he is a bit of a real ball. Overall, the 3D alone is worth the price of admission but you get a really cool game as well. It's nice to see some new approaches in the land of low technology here America. Cheers to ElectroRain for being the house to do something new. -W. Gao



WILD THING



Disney's
Beauty
AND THE **BEAST**

Roar of the Beast

Unleash the untamed power of the Beast! All of his rage and fury are yours to command. Protect your castle from sinister monsters, vicious rats, bloodthirsty wolves and the wicked Gaston. Summon all your strength. Because to free yourself from this inhuman form you must win every battle or be doomed to remain a beast forever.



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ZOO!

For another great character action game is making its way to the Sega Saturn, except this time, it's not a new character, but one that is very familiar to Amiga users (although this version is a lot better) especially in the UK. That is where this title, Zool, originated. Zool is about a mutated nine arms in a cute yet horrific world. After extensive play with this little devil, here's the story. Zool is definitely a unique game. On the one hand, the little guy seems around as fast, you want to ball as you would with Sonic. However, the amount of enemies, obstacles and the goal of collecting items prohibits this. So, what you end up with is a super fast character who you must move about slowly, this makes for some interesting gameplay. Also odd is that Zool himself has a sort of Sai-Fi look about him, yet the worlds he explores are as cute as a weekend in Paradise with landscapes of candy canes and milkshakes. In Zool himself you shoot, slide-kick, elink wings and sports the usual head bounce attack that started with Mario and remains the leading cause of death in platform action games today. Although awkward at first, moving so fast...so slow, once you get used to him...Zool is a very entertaining game. It has detailed, colorful graphics, good music, interesting bosses and is more than challenging enough. It also has a distinct European feel and imaginative quality that is a nice break from the norm. So, if action platform is your thing and you're looking for something a little different, then Zool should be one of your next acquisitions.

-Tehabere





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JOE & MAC

BE A CAVE DUDE- SMASH A DINOSAUR!

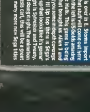
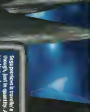
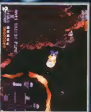
JOE & MAC ARE TWO CAVE DUDES THAT GOTTA FIND THEIR GIRL-FRIENDS - THEY'VE BEEN KIDNAPPED BY EVIL HERMANTHALS. PICK UP YOUR STICKS AS YOU SET OFF ON A PREHISTORIC RESCUE MISSION. DRAWING A WILD AND WACKY WORLD FILLED WITH FLOWING LAVA, ROCK SLIDES, AND MORE PRIMITIVE MONSTERS THAN YOU CAN SHAKE A CLUB AT. ITS TRUE ARCADE ACTION, WITH BIG, COIN-OP STYLE GRAPHICS AND THE BADDEST TWO-PLAYER OPTION EVER.

- EARTH-SHAKING SOUND EFFECTS
- HUGE DINOSAURS TO MEET AND DEFEAT
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Sega perfected it: turnkey, a little light this heavily, not a quality thingy, just in quantity. All the new stuff is waiting for us in Las Vegas. I guarantee you'll see realizations of new Sega stuff next month. A bunch of it is over in E. Shows Import. You know that most of that stuff will come out here soon, probably next month. And you'll see it in 15 days, mostly five years it will be a little better. This game is being developed by Sega, the last that thought about I will never see this one. I must play it up top. It's a Sega's 3D strategy, a single player, we will see how it's going to be a success, and finally we'll see it in 15 days. The game is a success of the best ever in a Sega's life. This will be a great game. We'll bring you back and many more new Sega titles in the months to come.



SEGA PREVIEWS

The background image is a photograph of a desert landscape. A winding road, possibly a dirt or gravel path, curves from the upper left towards the center of the frame. The terrain is arid, with sparse, low-lying vegetation in shades of brown and orange. In the lower right quadrant, there is a large, circular, sandy crater or depression in the ground. The sky is a pale, hazy yellow, suggesting a bright, sunny day. The overall color palette is warm and earthy, dominated by browns, oranges, and yellows.

A game based on
the touching story of visitors
from another planet receiving
a traditional small-town
Texas welcome.



COMMENCE 3 LEVELS OF
EXTRA-TERRESTRIAL BODILY
IT'S ALL LIVE ACTION WITH LIVE
ACTORS. AT LEAST THEY'RE ALIVE
WHEN YOU START



RETICULANS ARE ABUSING
TOWNPEOPLE FOR FOOD. BLAST
THEM INTO UNCONSCIOUSNESS AND
STEAL THEIR WEAPONS. THAT OUGHT
TO RUIN THEIR APPETITES



VIEW ACTION THROUGH
BATTLESCANS ARMED WITH PLASMA
DISRUPTOR PARTICLE BEAMS.
MESSY BUT EFFECTIVE



DISPERSE THE CACTUSA WHERE 3
DIFFERENT PATRONS PULL GUNS ON
YOU. (CUSTOMERS OR ALIENST?)
THINK FAST—SLOW VISITORS GET
LIVE POISONING



(sure, it's just a game.)



HOWDY.



THE BLOOO-THIRSTIEST ALIENS IN THE UNIVERSE HAVE LANCED AND YOUR JOB
IS TO STOP THEM IN THEIR SIX-TOEG TRACKS. (IN TEXAS PARLANCE, THAT'S KICK
SOME ALIEN BUTT.) IT WON'T BE EASY, THESE RETICULANS INGEST AND INHABIT
HUMAN BODIES WHICH MAKES THEM A LITTLE DIFFICULT TO SPOT. THEN
YOU'VE GOT HEAVILY ARMED STORMTROOPERS TO FRET ABOUT. THEY ENJOY
BARBECUED RIBS. YOURS. TO SURVIVE YOU'LL HAVE TO STEAL THEIR ARTILLERY.
BUT BEFORE ANY SHOOTING BEGINS IN TEXAS, WE HAD TO DO A LITTLE SHOOTING
OF OUR OWN—IN HOLLYWOOD. FOR THE FIRST TIME EVER, AN ENTIRE MOVIE WAS SHOT FOR



Original Screenplay



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BLAST TRADING STORM!
TROOPERS ACCURATELY FARTHING
RECOMMENDS ON SUFFER FROM
A FATAL CASE OF LASER BURN



CLIMB LARD PIG TO THE NUMBER 5
ARSENAL CANNON, AKA
ONE MORE MORE AND YOU'LL
BLOW IT... AND THE WHOLE TOWN!






NEW FIREPOWER LETS YOU
SPATTER GREEN ALIEN GOTS
ALL OVER MAIN STREET. YOU MAY
ALSO CHARGE WHEN YOU SEE
THIS) A REAL RUNNER FOR THE
SANITATION DEPARTMENT



AGONY DISALLOWS CLUES YOU IN TO
THE WHEELBARROWS OF A LASER
CANNON. FIND IT, VAPORIZE
THE MOTHERSHIP AND SAVE THE
HUMAN RACE FROM BECOMING
BURN!



THE SOLE PURPOSE OF MAKING THE ULTIMATE INTERACTIVE GAME. WE SPENT 3 MILLION DOLLARS ON THE BEST SPECIAL EFFECTS, STUNTS,  BLASTING ACTION AND THUNDERING SOUND EFFECTS MONEY COULD BUY. (THE SAME FOLKS MADE ROBOCOPI.) THEN WE DIGITIZED THE WHOLE THING. THE RESULT IS A FULLY INTERACTIVE, GREEN BLOOD-SPATTERING, ACTION-PACKED ADVENTURE WHERE EVERY DECISION YOU MAKE CHANGES THE  ACTION EVERY TIME YOU PLAY. THIS GAME IS SO REAL THAT IT WILL PROBABLY  REVOLUTIONIZE THE WAY GAMES ARE MADE IN THE FUTURE. IF THERE IS A FUTURE. THAT'S UP TO YOU, PARTNER.

FOR SEGA CD.

GAMEFAN'S 2ND ANNUAL:

NEEDY WARRDS

3D has come and gone and left a sizeable amount of quality software in its wake. While the Genesis came its best year yet, with programmers pushing the hardware, the Super NES also only one SFX game and not nearly as much breakthrough software as we had anticipated. Nintendo will make its first move at the upcoming CES and then go for the KO in the fall of '95, with their powerful Project Reality, Sega, Sony, SNK and Atari will all launch new systems in '95 as well, although some will debut first in Japan. The 3D has already hit but whether it's a "good" machine or a Swiss Army console has yet to be determined. Yes, '95 was an interesting year, the whole world found us. Mortal Kombat hit the arena, Sonic hit Saturday mornings and companies like AT&T, Matsushita, Vlocum and other auctioneers joined the fray. I think '94 is going to be an interesting intro, to '95. -DW

Here's the way we saw it over the past 12 months. Our voting was done with each GF member separately to achieve the most accurate results. Sega CD titles are incorporated into the Sega category due to a limited selection of software. Import titles are excluded (an exception was made in Skid's Actiontime choice due to special circumstances). Congratulations to the winners! Hope to see you here next year.

Action Platform: Sega
Skid-Sonic CD (with original Japanese music)
 Sgt. Gerner-Buster's Hidden Treasures
 Kid-Fan-Gunstar Heroes
 Winner: Gunstar Heroes/Sega

Action/Platform: SNES
Skid-Battletanks in Battlemaniacs
 Sgt. Gerner-Tiny Toons
 K-Lee-Tiny Toons
 Kid-Fan-Tiny Toons
 Winner: Tiny Toons/Konami

Fighting: Sega
 Unanimous decision: Street Fighter 2 SCE/Capcom

Fighting: SNES
Skid-SF2 TE
 Sgt. Gerner-Clay Fighter
 K-Lee-SF2 TE
 Kid-Fan-SF2 TE
 Winner: Street Fighter 2 TE/Capcom

Shooting: Sega
 Unanimous decision: Silpheed/Sega/Game Arts

Shooting: SNES
 Unanimous decision: Star Fox/Nintendo

Action Adventure: Sega
Skid-Alien 3
 Sgt. Gerner-Flashback
 K-Lee-Flashback
 Kid-Fan-Flashback
 Winner: Flashback/MUS Gold

Action Adventure: SNES
Skid-Alien 3
 Sgt. Gerner-Jurassic Park
 K-Lee-Alien 3
 Kid-Fan-Alien 3
 Winner: Alien 3/Acclaim

Action/Arcade: Sega
 Unanimous decision-Final Fight CD/Sega

Action/Arcade: SNES
 Unanimous decision-Batman Returns/Konami

Best Movie Gamer: Sega
 Unanimous decision-Aladdin/Sega/Virgin/Dunlop

Best Movie Gamer: SNES
Skid-Alien 3
 Sgt. Gerner-Batman Returns
 K-Lee-Batman Returns
 Kid-Fan-Alien 3
 Winner: Alien 3

Best Cartoon Gamer: Sega
Sid-Strippy's Invention
 Sgt. Gerner-Buster's Hidden Treasures
 K-Lee-Strippy's Invention
 Kid-Fan-Strippy's Invention
 Winner: Strippy's Invention/Sega

Best Cartoon Game: SNES
Skid-Tazmania
 Sgt. Gerner-Tiny Toons
 K-Lee-Tiny Toons
 Kid-Fan-Tazmania
 Winner: Tazmania/Sunsoft



GUNSTAR HEROES



STREET FIGHTER 2



SILPHEED



FLASHBACK



TINY TOONS



F2 TURBO TYPE



STARFOX



ALIEN³



(sure, it's just a game)

NOTICE
 THE MAKERS OF
 ACTION HERO DO NOT
 CONDONE ROUNDHOUSE
 KICKS TO THE HEAD,
 WANTON BLOODLETTERING
 OR PUSHING PERSONS
 FROM HEIGHTS IN EXCESS
 OF TEN STORIES (UNLESS
 OF COURSE, IT'S
 IN SELF DEFENSE).



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LAST ACTION HERO

GAMEFAN'S 2ND ANNUAL

THE AWARDS



Puzzle: Sega

Unanimous decision-Dr.
Robotics Mean Bean
Machine/Sega

Simulation: Sega

Unanimous decision-AH3
Thunderhawk/JVC

Strategy: Sega

Unanimous decision-Shining
Force/Sega

Action/RPG: Sega

Unanimous decision-Land
Stalker/Sega

RPG of The Year Sega

Unanimous decision-
Lunar/Working Designs

Driving/Racing: Sega

Skid-Jaguar XJ220
Sgt. Gerner-Formula One
K-Lee-Formula One
Kid Fan-Formula One
Winner: Formula One/Damark

Best 2 Player Game: Sega

Skid-Dashin' Desperados
Sgt. Gerner-Dashin' Desperados
K-Lee-Stimpy's Invention
Kid Fan-Dashin' Desperado
Winner: Dashin' Desperado/
Data East

Most Innovative New Game: Sega

Skid-Landstalker
Sgt. Gerner-Silphhead
K-Lee-Ranger X
Kid Fan-Landstalker
Winner: Landstalker/Sega

Best Music: Sega CD

Skid-Lunar
Sgt. Gerner-Belmon Returns
K-Lee-Lunar
Kid Fan-Lunar
Winner: Lunar/Sega/GameArts

Best Music: Genesis

Skid-Gunstar Heroes
Sgt. Gerner-Gunstar Heroes
K-Lee-Rocket Knight Adv.
Kid Fan-Landstalker
Winner: Gunstar Heroes/Sega

Puzzle: SNES

Skid-Super Q-Bert
Sgt. Gerner-Lost Vikings
K-Lee-Bombmen '93
Kid Fan-Lost Vikings
Winner: Lost Vikings/Interplay

Simulation: SNES

Skid-Mech Warrior
Sgt. Gerner-Super Battlelink 2
K-Lee-Mech Warrior
Kid Fan-Mech Warrior
Winner: Mech
Warrior/Activision

Strategy: SNES

Unanimous decision-King
Arthur's World/Uleco

Action/RPG: SNES

Unanimous decision-Legend
of Mana/Square

RPG of The Year SNES

Skid-Paladin's Quest
Sgt. Gerner-Paladin's Quest
K-Lee-7th Saga
Kid Fan-Paladin's Quest
Winner: Paladin's Quest/Enix

Driving/Racing: SNES

Unanimous decision: Rock'n
Roll Racing/Interplay

Best 2 player game: SNES

Skid-Battletoads
Sgt. Gerner-Zombies
K-Lee-Battletoads
Kid Fan-Battletoads
Winner: Battletoads/Tadpole

Most Innovative New Game: SNES

Skid-Taz-Mania
Sgt. Gerner-Taz-Mania
K-Lee-Starfox
Kid Fan-Taz-Mania
Winner: Taz-Mania/Sunsoft

Best Music: SNES

Skid-Starfox
Sgt. Gerner-Acclaim 2
K-Lee-Starfox
Kid Fan-Starfox
Winner: Starfox/Nintendo

Best Music: Other

Skid-Sonic CD (Mega CD)
Sgt. Gerner-Crash & Burn 3D
K-Lee-Oracula X (PC Dual)
Kid Fan-Sonic CD (Mega CD)
Winner: Sonic CD (Mega
CD)/CDJ



FINAL FIGHT CD



ALADDIN



STIMPY'S INVENTION



BEAN MACHINE



BATMAN RETURNS



ALIEN³



TAZMANIA



ROCK & ROLL RACING

AAAAHHHHH...

AAAAHHHHH...



AAAAHHHHH...

AAAAHHHHH...

CLIFFHANGER™



(sure, it's just a game.)

"Cliffhanger could send gamers over the edge." - *Gamepro*, October 1993

"Non-stop, pulse-pounding adventure that won't give you a break." - *Electronic Gaming Monthly*, October 1993



Climb, fight, and shoot your way through 12 ice-kicking levels with unbelievable scenery! The 3-D action-adventure and incredible CD sound on the Sega CD version will blow you out of your chair.



Get ahead, speed ahead—the recorder is a tool you'll have to spend as you master wicked rockslides, deadly bridges, and a deadly avalanche. Learn the lay of the land, or you'll be lying under it.



Beat the heavily armed attack helicopter, rescue the hostages and finish off the sadistic bomber target. Before he turns you into a double-lanced statue.



Hang on! For the first time ever on any video game, test your survival skills on a high speed, head-on collision that Electronic Gaming Monthly says "has to be seen to be believed."

Available for all Nintendo® and Sega® systems.

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WINNERS



Best New System:
Skid: Atari's Jaguar
Sgt. Gerner: 3DO
K-Lee: Atari's Jaguar
Kid Fan: Atari's Jaguar
Winner: The Atari Jaguar

'93's Biggest Disappointments: (2 each)
Skid-Tie-Changing the music in Sonic CD/Amiga's 16-bit CD32
Sgt. Gerner-too many Neo Geo fighting games/no Power Drift for Sega CD
K-Lee-Changing the Music in the US Sonic CD & TT/No SF2 for TurboGrafx
Kid Fan-3DO's gameless launch/No SFX titles

Best System of '93:
Skid-Genesis
Sgt. Gerner-Genesis
K-Lee-SNES
Kid Fan-Genesis
Winner: The Sega Genesis

1994 Wish List:
Skid-Lots of Jaguar support/Wonderdog sequel
Sgt. Gerner-No more fighting games. Action games for the Neo Geo. 3DO software (lots)
K-Lee-SF3 Arcade
Kid Fan-V.R. Glasses for the Jaguar

Best Handheld:
Unanimous decision: Game Gear

OVERALL WINNERS

Action/Platform
Action/Adventure
Fighting
Shooter
Action/Arade
Movie Game
Cartoon Game
Puzzle
Simulation
Strategy
Action/RPG
RPG
Driving
2 Player
Music

Gunstar Heroes/Sega
Alien 3 SNES/Acclaim
Street Fighter 2 SCE/Capcom
Silpheed/Sega
Batman Returns/Konami
Aladdin Sega/Virgin
Stimp's Invention/Sega
Mean Bean Mach/Sega
AH-3 Thunderhawk/JVC
Shining Force/Sega
Landstalker/Sega
Lunar/Working Designs
Crash & Burn/Crystal
Dashin' Desp./Data East
Lunar/Working Designs

BEST NEW CHARACTER

Skid-Bubsey
Sgt. Gerner-Aero
K-Lee-Sparkster
Kid Fan-Bubsey
Winner: Bubsey

BUBSEY



GAME OF THE YEAR

Skid-Gunstar Heroes
Sgt. Gerner-Gunstar Heroes
K-Lee-Slorbox
Kid Fan-Landstalker
Winner: Gunstar Heroes

GUNSTAR HEROES



MECHWARRIOR



SECRET OF MANA



PALADIN'S QUEST



BATTLETOADS



AH-3 THUNDERHAWK



LANDSTALKER



LUNAR



DASHIN' DESPERADO



$$E=MC^2$$

"Cogito Ergo Sum"

INTRODUCING THE ULTIMATE BRAIN GAME

Okay, so you aced the pop quiz on the meaning of existence, showed your shop teacher a thing or two about birdhouse construction and scored big points with your essay "Beavis, Butt-Head and Buddy Themes in Western Thought." Now, isn't it about time you gave yourself a real challenge? With Gear Works, the most addictive puzzle game since Tetris. It takes seconds to learn but a lifetime to master.

GEAR WORKS: THE PUZZLE GAME THAT'LL STRAIN YOUR BRAIN



SONY

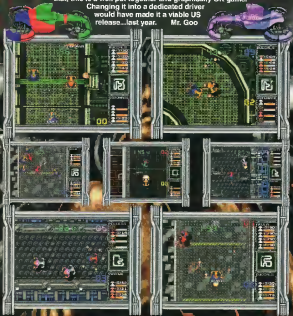
IMAGESOF

Originally saw Metal Fang for the first time 2 years ago at the Winter CES. It was slated for release on the Sega CD at that time but slowly disappeared. It has now surfaced in Japan as a 4 meg cartridge. It's a little late, so late in fact that it now pales in comparison to today's more advanced software. Still, it has an interesting premise and a creative design. Metal Fang is a race of humans who have been reconstructed and are now 100 times more powerful than the average man. As a hobby, these gangs race to the death on a floating track in Cyber City. One day, a regular human (a boy) enters the race and actually wins. Frightened that the spirit of this boy may make the others aware of their human heart and spirit, the commissioner of the races has him killed. The boy is then found by a scientist who, knowing of this injustice, reconstructs the boy as the strongest Metal Fang ever. And now his revenge has begun...wow! Somebody should make this movie! In the game itself, you don't really get to take control. It's more of a strategic battle as you try to take out the enemy Fangs' cars. Other than

that, this is a well put together and graphically OK game.

Changing it into a dedicated driver would have made it a viable US release...last year. Mr. Goo

METAL FANGS



SEGA-CD™ owners asked. We listened. Now, it's here...

LUNAR™

THE SILVER STAR

True Role-Playing!
CD sound!!
Hot animations!

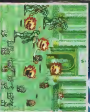


Our games go to 11!

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Now there are two kinds of gamers that I find Once again, didn't get the guess for both console and CA. Now edit is right the start off who have knowledge. This can be in a at a party 25mg, having 70mg any of room is with no video magic on the 10mg. Is that a little 30mg side. Ethics either here in their floor short from there more to physical recreation which looks surprisingly good on the 100-CD and covered the best of any version as the best is Fantasy Star which we will have the next month. There's a big magical Characters looks good on the 100-CD and will be out this May. That was last! Bounding out the group is a lot of fighting which is due out 11/4 (so look for it here soon). It doesn't look to be out, but it's not and has perfect control and focus. It's known 11. The screen is the perfect and the 100-CD and 100-CD. The ones arrive look for it this 94. Good stuff. And you'll not worth after the show.



E. Storm's

MEADRIE

IMPORT UPDATE

BEWARE...
NOW STALKING A STORE NEAR YOU

PLAY IT IF YOU DARE

Few have faced Dracula and survived. Now it's your turn! Based on Columbia Pictures' blockbuster thriller, Bram Stoker's Dracula goes straight for the jugular. Photo-realistic graphics, camera rotation, digitized scenes from the film and an awesome digital soundtrack on the CD version plunge you deep into cold, dark dungeons crawling with spiders and packs of bloodthirsty rats. On every platform you'll experience thrilling game play and battle your way through the treacherous mountains and forests of Transylvania to Castle Dracula. And just like in the movie, the evil Prince of Darkness will rise and attack — as a bat, a wolf, even an old man. But whatever form Dracula takes...make no mistake, he must be stopped!

Available for all Nintendo and Sega platforms.

SONY
IMAGESOFT



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TIME FOR MORTAL



Baring takeoffs and landings on the rolling deck of a seaborne carrier call for nerves of steel!



Sight enemy MIGs with the hi-tech Heads-Up Display and blow them out of the sky!



Demolish the skies in the Navy's most lethal and sophisticated weapon, the F-14 Tomcat!



Challenging night operations test the skill of even the most expert pilots!



One slip can turn you and your multi-million-dollar weapon system into a twisted heap of flaming debris!

Flying kicks. Super punches. Fireballs. Death blows. Some people call this type of fighting "combat." But there are others who call it kid stuff. Like anyone who's sat in the cockpit of an M1A2 Abrams battle tank, ears ringing with each blast of its 120mm cannon. Or someone who, 30,000 feet above the Mediterranean, dived their F-14 Tomcat at Mach 2 to shake a MIG off their tail. Now we're talking mortal combat!

SOME REAL COMBAT!



And you can too with our spectacular new 16 MEG military simulators, **SUPER BATTLETANK 2™** and **TURN AND BURN: NO-FLY ZONE™**. They're not real life, of course, but their mind-blowing graphics, senses-shattering 16-bit sound, and lifelike animation make for combat action that sure feels that way.

Forearm jabs? Roundhouses? Come on. Forget the kid stuff. Try fighting like the big boys do.



Murderous day, dusk, and night duels against a well-armed and numerous foe test your tactical ability!



Go topside to take on attackers with the high-speed Phoenix machine gun!



Call in F-15 air support to swoop down and lay waste to enemy resistance!



Kill shot! Re-live your victories with full-motion video replays of enemy acquisition and termination!



Ultra-realistic animation includes PATRIOT missile launches!

SUPER STAR THE EMPIRE STRIKES BACK WARS



Will You Accept the Challenge of a Jedi Knight?



Even a grumpy old man is a Jedi Master in only a few days!



With amazing probe droids and Imperial Walkers, you must not give in. You are the Alliance's only hope.



Experience the thrill of the Star Wars universe in this action-packed sequel to the hit game, Super Star Wars.

Pursued across the galaxy, you and your Rebel Forces now marshal new strength on the remote ice world of Hoth. Although tracked by probe droids, attacked by ice monsters, and confronted by an army of gigantic Imperial Walkers, you must not give in. You are the Alliance's only hope. Learn the ways of the Force, then test your skills in this fast-paced, action-packed sequel to the hit game, Super Star Wars.

Alternate between sideways scrolling, dizzying Mode 7 flight sequences and first person cockpit views. Experience the richness of a 12-megabit, interactive Star Wars universe, loaded with new enemies, exciting dialogue, movie sound effects, cool vehicles, and intense 3-D space battles. Join Luke Skywalker, Han Solo and Chewbacca in a continuation of their epic action/adventure in Super Empire Strikes Back.

LICENSING BY
Nintendo

SUPER NINTENDO



PLANET SNES

AVAILABLE MARCH • 1-4 PLAYERS • ARCADE • 256K • ACCLAIM • SNES



Get that weak crap outta here cuz there ain't no way you bringin' that garbage into my house! Here it comes man, ya see it? Ya want the rock? Can't have it baby cuz I'm goin' cold...FACE!! Welcome to the ultimate 4 player action, Acclaim's NBA Jam for the SNES.

Iguana Entertainment has done a fantastic job of translating the popular arcade game for the home. This SNES version features great color and animation and has all of the moves (dunks) that Williams' arcade machine released. There is not as much voice in the arcade game but the sound quality on the samples it does contain is excellent. There isn't as much detail on the players (they don't have the big ol' fat heads) but the animation is good enough to convince you that you are playing an excellent home version of NBA Jam. Besides, what makes NBA Jam a great game is not the graphics but the competitive game play. One of our



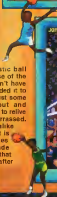


reviewers once referred to this game as the SF2 of sports games. That is a great way of describing this game and, although it's not a "sports" game in the strictest sense of the term, the SF2 comparison really shows. At the heart of what makes NBA Jam great is the feeling you get when you've beaten your opponent to a point on the floor and getting serious air as you ram one on his head before he can send your stuff into the 5th row. In 4 player simultaneous, you'll be exchanging "fivea", finger wagging and shouting crap and talkin' trash to the poor sap that you just peppered with flying glass from that backboard that you just brought down and "air" expressed to St. Vinnie's. NBA Jam is also loaded with play features that keep the long term play value high, the most important being that the computer opponent is excellent and always represents a challenge. I think this is where the SF2 comparison is valid. The key to this is





the exchange when your opponent is trying to dunk on you or prevent you from dunking. NBA Jam has the best shot blocking of ANY b'ball game ever made and you never feel like you're out of the play or don't stand a chance of recovering. Best of all, the game has a three dimensional feel, realistic ball physics and you can actually make use of the glass. Although the arcade game didn't have instant replay, I wish that they had added it to the home version because there are just some moments when you've reached out and "touched" someone that you've just got to relive in front of the poor sap you've embarrassed. Arcade fans and basketball freaks alike should rush out and buy NBA Jam, it is one of those rare games that combines the best of sports and action/arcade games and wraps it up in a package that will have you playing the game long after you beat it. Talko



ALFRED CHICKEN

It was bound to happen sooner or later... Someone made a chicken game! Software Toolworks to be exact. I know something was up when we received a package from ST with two roasted chickens in it and a video tape. Then just a week later a Pop-Tix pack hatched the game, and here it is, Alfred Chicken. Although Alfred is obviously aimed at a younger audience it is a well programmed and entertaining action/platform game with some unique play mechanics and long challenging levels. In fact, it is hard enough that I would have to recommend it for ages 13 and above. Alfred, a funny little red chicken, must avoid obstacles, drill enemies and find his way out of 6 worlds, each with 4 areas that are packed with vertical and horizontal game play. In this game, like James Pond, the characters are small while the levels are vast, this allows for complicated, obstacle filled levels, providing the player with equal amounts of strategy and platform action. The bad guy in Alfred, similar to our friend Robotnik, is always waiting at levels and with some variation from your last encounter, making him increasingly more difficult to defeat as the game progresses and really





suffling Alfred's feathers. Ultimately you and Alfred must fly this far so that you may once again peck in peace, and make room for a sequel of course. Alfred attacks by jumping and then drilling down head first into his enemies, he also has tad of limited flight, helpful in reaching those high places. The graphics in AC while small are well detailed and very colorful, and the control is freely tuned. The whole game has a light feel to it and is bug free. Although the music does wear on a bit, it is done well and fits the tone of the action nicely. Software Toolworks and Mindscape have done a fine job in bringing a non-violent fun to play game with a cool new character to the SNES. It's different enough to warrant purchase and his is mark by play within the limitations of the system. The Mario set will surely enjoy a little chicken during a holiday filled with turkeys.





FLASHBACK

It was only a matter of time before US Gold released a SNES version of their Genesis mega hit Flashback. For those of you who are unlucky enough to never have played Flashback, you're in for some major fun, as this game features some of the most brilliant animation, cinematic intermissions, and addictive gameplay ever to grace a home console. You control Conrad Hart, a master marksman, who's stumbled upon a secret plot by aliens to conquer the Earth. Your quest begins after a



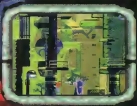
narrow escape and a crash landing on a densely forested planet. Flashback follows in the tradition of Prince of Persia and Out of This World, only much better. The game is incredibly interactive and accurate. Conrad moves and controls like a real person would with over 2000 frames of animation on his character alone. Each level presents an objective for you to

overcome before moving on and you must find necessary objects and items to progress. The graphics are crisp and detailed and have a Blade Runner feel to them, and the music and sound effects add to the atmosphere of the game. Flash Back thankfully has a password feature which is necessary as there's no way to finish this game in even two or three sittings, but you'll try. In fact, this game is so addicting and involved, it's guaranteed to keep you up, bleary eyed most of the

night and early morning trying to beat each level. Flashback was one of the most amazing cartridges for the Genesis and without a doubt

is destined to be the same for the Super NES.

-E. Storm



THE PEACE KEEPER\$

Jaleco is set to release the third game in their popular Rival Turf series, Peace Keepers, which has the potential to be the best one yet. In the story mode, you can choose between: 1) Pickap-a slow but powerful fighter who is searching for his kidnapped sister, Amy; 2) Flynn-a brave street brawler who is seeking revenge for the death of his long time friend, Harry; 3) Echo-a tough, street smart lady who was parented by Harry after witnessing the murder of her grandfather. Or 4) Al-an expert martial artist who wants to see that justice is served. The BM corporation (specializing in bio-genetic research and world domination) is directly responsible for these injustices, and it is up to you to crumble this over ambitious conglomerate. In the VS. mode, you can play as any of these characters plus 2 others (Morton and Orbot) in one of three wrestling rings. #1 has mines, #2 has electrical pads, and #3 is plain vanilla, complete with weapons and various other items. Play-wise Peace Keepers is reminiscent of Final Fight or Streets of Rage, only bigger, and here you have the option of playing up with up to 4 players, using the Multi-Tap. I can't really go much deeper in than that. In our preview, this is an early version. As soon as we get the done deal I'll round up Stone, Kid-Fen, and Takahara, and we'll see who's the king of these streets. -K.Lee



CHOPLIFTER III

RESCUE  SURVIVE

Just about every game enthusiast over the age of sixteen has some sort of fond memory of Choplifter. From the old Atari days to the Master System to the Amiga, everyone played it sooner or later. Then again, you could be one of the many who entered the world's greatest past time with the introduction of 16 bit tech, how lucky you are, those were painfully dull days! Therefore, you are unfamiliar with Choplifter. Well, it's simple really. You fly across hostile military battle fields, filled with air and ground enemies, locate hostages, pick them up and then return to base, that's it. Hey, that's how games used to be...simple. We were so stoked to be interacting with the TV that we probably would have guided a big yellow ball through a maze, eating blue dots and fruit...oh ya, we did that. Anyway, now you can return to Choplifter with quality music & sound effects, realistic artwork, vivid colors and longer more complex levels. Gone are the little stick figures you know as hostages, they have been replaced with small, well animated sprites. In fact, everything in this version is upgraded. So, if you want to take a trip back to the good ol' days with today's graphic and audio improvements, Choplifter is the only game in town.

-Kid Fan



ROBOCOP vs. THE TERMINATOR

After having a blast with the Genesis version of RoboCop vs. Terminator, I figured that, like most Virgin titles, the SNES version would be even better. Not hold on, Virgin didn't program this one and it is nowhere near the same the Sega one is. Although the basic layout is the same, this version is less detailed, void of sound effects, has distant, repetitive music and Robo looks like he gained about 20 pounds. Also missing (of course, it's a SNES title) is the goo when you bust an enemy. It's lamey, they had to take the lame characters (seen in our issue) out of the Sega version but they left in the blood. But here they left in the lamest and least out the blood! Consistency at its finest! This is tough for me to write because I'm a big fan of Virgin's games but this title just isn't up to par with the rest of their lineup. It's still better than previous SNES versions of RoboCop and the first level has some nice features, like characters from the background shooting into the screen at you. But the graphics and sound effects don't support the action. RoboCop faithfuls may find enough here to satisfy them but gamers in search of superior graphics and play mechanics will have to play the Genesis version to know the true game. Hey, at least the plastic box is awesome!

-Storm Del



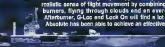


TURN AND BURN

NO-FLY ZONE



Turn and Burn is Absolute Software's newest combat simulation. In this game, you pilot your F-14 through a series of 38 missions against air and land based targets with the goal of enforcing the President's "No Fly" zone. Although I hesitate to call Turn and Burn a simulation, it does allow for multiple weapon systems, barrel rolls, landings and other flight maneuvers (like mid-air refueling) that are associated with quality flight simulations. T&B, like Super BattleTank 2, is a first person shooter that has simulation overtones. The graphics are very good, with realistic night flying, takeoffs, multiple viewpoints and digitized close-ups when you send a heat seeker up a bogy's back door (my only complaint is that the terrain is unrealistic in its "rolling carpet" appearance). The designers have also managed to create a realistic sense of flight movement by combining the basic physics of kicking in the afterburners, flying through clouds and an ever-changing horizon. Fans of games like Afterburner, G-Loc and Lock On will find a lot to like about Turn and Burn. Once again, Absolute has been able to achieve an effective blend of action and simulation for the 16-bit market and created a very playable combat game with arcade roots. **Telex**





BUGS BLUNNY

IN
RABBIT
RAMPAGE

Rabbit Rampage is the perfect game for people that grew up with the Bugs Bunny cartoon show (over the last 30 years, who hasn't?). The members of the development team at Sunsoft are obviously big BB fans because the first thing that makes you take notice of this game is the sheer number of regular and bit characters from the series that make an appearance. They're all here: Yosemite Sam, Marvin, Elmer Fudd, Broom Hilda, the hunting dogs from the "Fox and the Hare" episode, the sheep dog (Sam) from one of Bugs' many run-ins with Wile E. Coyote, among others. The backgrounds are also taken directly from the cartoon (Hansel & Gretel's world from the Broom Hilda episode is one of the best examples) and they are drawn with the same attention to detail that is shown in the selection of these classic BB foes. The character graphics are large, colorful and well animated with particular attention being paid to Bugs and the animation of his many moves (which include pie throwing, spinning, the famous Bugs kick, the use of many Acme products and Bugs' version of the butt attack). Making use of the Acme products is some of the best fun in the game,





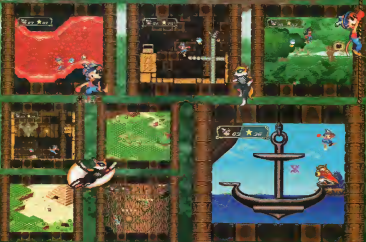
especially the bulls-eye where, when you drop it under a bad guy, the classic arvil smash occurs and your enemy is flattened. The music will also make fans take notice as they try to remember which episode a particular song came from. Although, technically, the music could have been better, the song choice is excellent and the tunes really enhance the play value of the game as do the clear voice samples that have been used in the title. As with Sunsoft's other Looney Tunes games, the control takes some time to get used to and the game is difficult even after you get it wired. But, you won't mind spending time trying to beat Rabbit Rampage because the quality of the license and the attention that the design team has given to those features that make Bugs Bunny a timeless character are more than enough to hold your interest. Rabbit Rampage is a great effort and one of those games that is perfect for those after Christmas blues when you need a long, challenging game to play on a cold winter's day. So, run out and find a copy and bring that "wascally wabbit" home for the holidays. -Talko



ASCII is getting set to release their first Action/Platform title in the US, *Ardy Lightfoot*. Ardy, first and foremost, features a very colorful background and excellent animation on the main character and his alter ego, who you can use as a weapon or to absorb one hit before Ardy is affected. As Ardy, you can jump or super jump, using your tail as a spring mechanism or, to climb, duck, push, or pull. The quest has you searching for the jewels of the rainbow as you fight a collection of foes above and below ground. In addition to the side scrolling Action/Platform game play, Ardy's progress through

the game is marked on a 3/4 perspective, diagonally scrolling map that gives this title more of an action/RPG feel than you might expect-looking at the character graphics, which are obviously aimed at a younger crowd. Ardy Lightfoot is set for release this winter on the SNES. If you're a big fan of AP's, you'll want to check out Ardy. Talko

ARDY LIGHTFOOT





TOTAL CARNAGE

Total Carnage is, as most of you know, the arcade sequel to Smash TV. The original game was brought home to the SNES by Acclaim and it was an excellent translation (but still not an exact translation of the 32bit arcade game). It was tough, but it kept you playing and interested. The sequel, from THQ/Black Pearl, is just as tough to beat in one player mode. It isn't a question of your gaming ability, most will simply not win without a cheat or code. Total Carnage is similar, but not exactly like the arcade version as well. Characters,

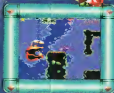
backgrounds and enemies aren't as detailed and some slowdown and flicker is present. However, with the TM tunes in place and the hilarious between round scenarios, the player still gets the general feeling of the original.

Sequels are always measured by a tougher standard than the originals and Total Carnage is no exception. Given the recent advancements on the 16 bit platforms, TC doesn't quite have the impact that it would have had a year ago when Smash TV came out, so this title may be limited to the hardcore coin-op fan only. This repetitive shooter offers little new to a market that is striving for change. —Takahara



YOU STINK AT
THIS GAME! YOU
WILL NOT CAPTURE
ME. I AM TOO GOOD.





Interplay and clay have now become synonymous with not one but two games featuring the animation rage of the nineties, Claymates. This second title, Claymates, features the same quality of high resolution animated characters as Clay Fighter, except this time it's ActionPlatform. Get ready to play a barking mouse, a cat, a fish, a beaver, a duck and a little wed of punching clay is a totally involved side-scroll, ActionPlatform. The goal here is to rescue your father (the inventor of the clay transformation technique) and to become human once again, as his abductor has turned you in to clay before snatching dad. There are two types of play mechanics in Claymates, the first (although



just an interlude) is puzzles that get increasingly harder as you guide two robots to their weapons and then to the entrance of the level, where they will clear your path. Then, it's on to the actual levels, which are long and often complicated. A lot of exploring is usually required in finding the exit. During each level, you will come across little balls of clay which, when touched, will transform you into one of the Claymates most suitable for the terrain ahead. Touch another of the same color and it will upgrade your offensive power. The graphics in Claymates, although on the cute side, are excellent and the music is great but what stood out the most for me were the bosses, which are totally cool looking clay creations. Claymates also has awesome bonus rounds. At the end of each area you get to jump for one of the letters in "clay". Spell the word correctly and you're off to one of two bonus rounds, either a scoring game or a bonus round. Both are most impressive. As for as play mechanics go, there is plenty here to keep it interesting and the challenge and length of the game are both worthy. Claymates is scheduled for a February '92 release and should be a favorite among the Mario set. It has all the ingredients a good ActionPlatform needs to succeed and a



E. Stone

Solstice II

What could have been one of the best SNES titles of either '92 or '93 will now likely become one of the best for '94. Yes, Equinox (the SF version, Solstice 2 is pictured here) has finally been approved by Nintendo and will become available here very soon. When this title hit the stores in Japan, it sold out almost immediately. We shopped around Japan for over a week, searching everywhere to find this one and then paid through the wazoo to get it, but for you...anything. GF readers must know about such masterpieces so they can clear their calendar accordingly: Equinox is an amazing game, from the music to the isometric viewpoint, to the Mode 7—it is a dramatic, involving experience. What I can't figure out is why the SNES titles of '92 (that's when this title was actually developed) are so much better than what is currently available, because I've maybe played 2 or 3





SNES games this year that are as good as Equinox. If unlocking mysteries, exploring vast labyrinths and negotiating a huge, Mode 7 outside world, all to the best sound the Sony chip has to offer, sounds

like fun, then Equinox should immediately jump into your list quarter game plan. We'll have an in-depth review on Equinox as soon as a US release date is set.

E Storm





Val d'Isère CHAMPIONSHIP



Do any of you "youth challenged" gamers out there remember when Coloco was going to release a 3D skiing game for the Colecovision? I do...and then the crash of '86 hit and, with it, my virtual skiing dreams vanished. Nintendo created their skiing game for 8-bit and it was fun, but the 16-bit market has remained devoid of any downhill challenges (no soccer games but not one skiing game! 64 figures...)...until now. Electrobrain will be releasing Winter Extreme during the first quarter of '94 and, even at this early stage, it is a skier's video game dream. Featuring some of the best and fastest Mode 7 graphics on the SNES, Winter Extreme will allow 1-2 players to compete in timed contests on both ski and snowboard in a series of events, including Slalom, Giant and Downhill. The attention to graphic detail in the game is remarkable to the point of including simulated eye fatigue, eye spotting and even a degree of snow blindness. The sound effects give you the feeling of actually tumbling down the slopes of Aspen! Electrobrain has been cooking around the sports schedule of video game design for the past few months and, with Winter Extreme, it looks like they will really have the quality hit they've been shooting for. Look for more coverage of this exceptional title as its release date approaches. -Talko



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Once again EA has surprised and delighted me by presenting yet another stellar effort ala Road Rash. The presence of a warning screen (don't try this at home) says what needs to be said and then it's on to the most unique, kick-butt skating game ever designed. In Skitchin you control a Rollerblader who must duel his way down hectic highways. So, how do you gain on your opponents? By grabbing onto speeding auto's of course. Oh ya, grab onto that bumper! Judge it wrong and you go flyin' baby, and if, by chance some other punk is on your ride, beat him senseless and knock him off for a little roll on the





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ONLY THE REAL HEROES WERE
LEFT STANDING IN THE STREET



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VOTOMS

Imagine scooting along in a futuristic play field, you are a heavily armored robot warrior but there are four other robots with one thing on their mind (or chipset), your destruction. VOTOMS is based on a well known Japanese cartoon series. You can play against the computer in the scenario mode or take on a friend in the battle royal. Either way, this is a fun and very unique game. After about five minutes, you get used to the perspective and then you can just kick back and take aim. As the game progresses, you get stronger and the action gets faster and more intense. In the 2 player mode, you can choose from five robots, each with different abilities and offensive tactics. The play value is there and the graphics, sound and playability will have you returning to VOTOMS, alone or with a friend, often. No word yet on a US release but the CES is just around the corner. We'll keep you posted. -E. Storm

ACCELE BRID



The world's most dangerous race, "Accelbrid", is about to begin. Fearless drivers from all over the world will attend. The prize?...you get to live! Now in Japan from Tomy, it's Accelbrid, a first person, 3D shooter that is different from all the others. You pilot the Silver Mare through transparent tubes, deadly caverns, tight tunnels, circular ridges and rotating rooms while battling oncoming air and ground enemies. Your character can transform into a flying vehicle or remain robotic and can both shoot and punch or kick his way to victory. The action is fast and smooth without the use of the DSP. In fact, the surrounding buildings in level one are among the smoothest I have ever seen on the SHES, as is the rotation later in the game. If there is one flaw in the works, it is that the characters could have been drawn better and the first few levels could have been a little easier, the difficulty here is set a tad high. Other than that, this is a strong title that hopefully will make its way to the US sometime in '94. -E. Stone





MASK OF THE SUN

SP-TORON-1-PLVR-0MEG



The Story

After a long exhausting adventure in Estia, Adol was standing on the White Horn beach recalling memories of those long days gone by. Dark Fect died a descendant of a priest. Lina and Rina from Ys. Adol recalling looked at the beach. There was a small bottle that had been swept ashore by the tide. Inside a letter read "Mighty warrior, please rescue the forest of Semeta. Adol decided to help Semeta and the person who wrote this letter. Now a new adventure is about to begin. The Super Famicom version of Ys. Mask of the Sun has hit the shelves in Japan. Tonkin House has released the Ys 4 series for the Super Famicom. Hudson is releasing Ys 4-The Dawn of Ys for the PC Engine PC-D on 32/32 and Super Famicom is releasing another Ys 4 label The Mask of the Sun for the Mega-CD early 94. Ys has for years been popular on both the PC and home console format in Japan. The last five versions were PC ports but now Mask of the Sun and Dawn of Ys marks the first dedicated to home game consoles. This new installment is exactly like the original Ys, which set new standards in the RPG genre, only with today's better hardware, more color, multi-scrolling and larger sprites have been added. Although I received this game just in time to squeeze it into this issue, I can tell you that this is Ys at its finest. If this game doesn't surface over here in '94, I would be very surprised. As all RPG players know, Ys 4 was a bit of a let down. But don't let that sway you when and if this game is released over here. In fact you may want to brave the SP version. After the first 10 minutes, its mostly action and the towns and shops are set up exactly like they were in the original PC Engine version of Ys. We'll be looking for Ys 4 in the upcoming CES, so look for more on Ys next issue.

Special K





Illusion of Gai



Tem, a boy who lives in Southape, spends a great deal of time with his friends and, is currently, very worried about his missing father. Tem is a normal boy except for one thing, he has powerful ESP and can move statues, guess cards that are facing down etc.... One day, the village King tells Tem to go to the castle with the "Crystal Ring" which was Tem's fathers. Tem thought the king may know of his fathers whereabouts, so off Tem went. And then.....

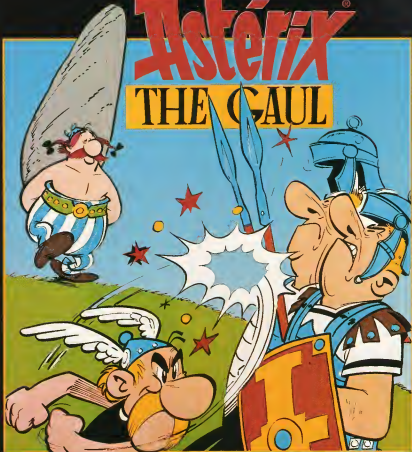
The backgrounds in Gai are from actual present day ruins here on Earth, but the Earth in this game is not the Earth of the present. The time is set in a different dimension. There are Incas, Phoenix, Pyramids, etc.... The Legend of Gai has a great story and there are alot of great action sequences and mysterious locations that will have you searching and wondering for hours. You definitely will have days and days of fun. This game unfolds like a great movie. Watch out Link, Action RPG of the year, 1993!. In Japan that is.

-Special K



Asterix

THE GAUL



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The powerful Roman armies have captured the heroic Obelix and Asterix must travel through the snow packed Alps, the Egyptian Pyramids, the Acropolis of Greece, doing battle with the Roman armies, pirates, wild beasts and more. The future of Gaul lies in your hands!



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December is going to be a good month for our friends in Japan. It looks like they'll be sitting at least three titles that we have never seen. Pictured here are three left to right: Konami's *Goumou & Daisuke* of the *Yamato Tensei* series, a new method of playing which allows you to see that last screen, and then we'll see another great one from the *Yamato Tensei* series. All three of these games look incredible. Our resident Japanese correspondent, Yogi, sent us a video just before closing and we were quite impressed. Then, he's played especially good with great player mechanics and a lot of variety. The fourth game delivered here is *Yamato Tensei*. The Japanese overseas action RPG should come out here, following the legend of the which will become an odd around the world. The last news is that we will have multi-stage (series) on all four in the library here. See you there!

E. Storm's

SUPER FAMICOM

IMPORT UPDATE





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DOMARK

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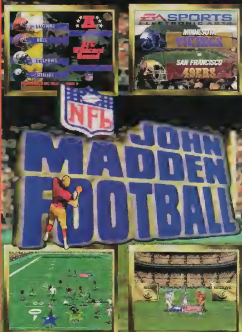
Hey!

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32-bit Madden!**



TALKO TALK

Many of you will be reading this column right around the holidays and, in the journalistic tradition of reflecting back on what was and what could have been, I have prepared a few thoughts on this year of 1993 in the sports industry and sports gaming. I think that the theme of '93 in the sports world would be that "change is constant." Baseball immediately saw the effects of expansion and unrestricted free agency in the box office. Attendance is down and the teams that are out supported by major TV market dollars are not help. Clubs like San Diego and Oakland tried (in vain it seems, Oakland has barely been able to reduce their overall payroll despite losing Lettstedt, Conoco, Stewart and Henderson) to cut their operations back to the sub-, a fact that was not lost on their season ticket holders and the casual fan. Football is in the throes of fighting fan apathy created by parity, the now expanded playoff format and multiple schedule "bye's" and basketball has the big money problems that we described last month, along with the loss of Jordan, Bird and Magic. It seems that hockey, of the four majors, is the only game on the upward spiral, both with the fans and the marketing folks at "Mickey D's", shoe companies, etc.. All is not bad news, however, we did enjoy one of the best World Series in recent memory, with the first repeat winner in over a decade and the Bulls became the first NBA team to win three titles in a row since they stopped playing in "Chuck's". In addition, the NHL gave us the "Great One" and his Kings making their exciting run to the Stanley Cup Finals and Greg Nystrom finally started to fill those large spikes left by the Golden Bear. On the video game side of life, it was football, football, football as no less than 12 football titles have been released for Genesis and SNES this fall alone! Quantity wasn't the only impressive aspect of these profit-driven games, as the quality, across the board, set a new standard in sports titles for our industry. And, what about '94? If my crystal ball is accurate, it looks like '94 will be the year for basketball and baseball titles, with all of the major players set to release at least one of each! Look for huge advances in technology and for 3DO and Jaguar to make a BIG splash in sports gaming—virtual football and baseball, I can hardly wait!



John Madden and EA Sports would like to welcome you to a new world—the premiere of John Madden Football for 3DO. Thanks to the good folks at EA Sports, we are able to bring you the first exclusive hands-on look at what really is the first complete 32-bit, next generation, multimedia (pick the username of your choice) sports game for a new generation of game players. It is not an overstatement to say that I have been waiting my entire video game life to reach this level of "reality". With Madden 3DO, we stand at the threshold of a complete transformation of the way we look at and play our games. I received the game a couple of days ago (after begging, pleading, cajoling, crying and, finally, sweating profusely waiting for the game to arrive in our offices) and have not stopped playing it. This version of the game is what EA Sports refers to as "post-alpha". It is not at the final, "tweaking" stage but almost all of the game play elements are in the game, with the exception of some voice and a little animation. We promised EA Sports that this would not be a hard line review but I have to talk about some of the details of this game. It is not an exaggeration to describe Madden 3DO as broadcast quality. The virtual 3D world and the establishing (studio) graphics are beyond compare—you have never had control over this level of graphic quality before. But what is per-

NHL HOCKEY



'94

EA Sports has done the impossible; taken NHL Hockey '94 and improved

upon what is arguably the best sports simulation of the year. The product of this dedication is NHL Hockey for the Sega CD. As you will see in the GameFan Sports Achievement Awards, we have not failed to recognize the significance of this title. EA Sports has taken the basic NHL program and added everything that CD has to offer. Although most of these improvements do not directly affect game play, they work together with NHL's

award winning design to create a sense of playing in a "live" arena and of being involved in a television broadcast of an NHL game. From the opening sequence to the motion video player cards and Ron Barr's analysis of every team and its players, this game is on the cutting edge of Sega CD quality. It's funny—at a time when most people in the industry are debating the continued viability of the Sega CD system, EA

Sports quietly throws their hat in the ring and, in the process, helps to revitalize the system and establishes new quality standards for Sega CD software. If you are a sports gamer who does not yet own the Sega CD, it is going to be very difficult for you to resist the temptation now. With NHL CD, EA Sports has hit the bulls-eye and helped to clearly define the "Next Level" on Sega CD. - Dr. E



TO BE...OR NOT TO BE...

THIS SMASH HIT SNES TITLE IS NOW AVAILABLE FOR SEGA GENESIS!



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- SEGA GENESIS*

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GENESIS

Coach's Corner

Tecmo Super Bowl on the SNES just recently found its way to retailer shelves. Since we have been playing this game over the past couple of months and you sports nuts out there are just finding out what a great game it is, we thought we might help you toward your goal of league domination with this strategy guide. First of all, go straight to the three season option and prepare to do battle over three full seasons. This

is the only way to truly appreciate the beauty of the player management aspect of this game. Secondly, as you progress through the seasons, watch your players' status...their health is one of the keys to making the playoffs. Super Bowl and the possibility of "throw-peating." For example, Steve Young is a great running quarterback but, if you use him too often, he starts to feel the wear and tear of the punishment. Losing Young for a few weeks could be the end of your season. Another key strategy is in the management of your playbook. Don't treat the playbook as some static piece of information but use it during the game to react to the defensive sets that the computer is using. If you're having trouble throwing deep against Atlanta, mix it up by including a Flea-Flicker among your 8 active play choices. Although the game play is strictly arcade style, the choices behind the game play are pure simulation. Another feature that Tecmo Super Bowl has that some other games have ignored is the need to make use of the entire field in play-calling. If the ball is placed on the right hash mark, for example, you have more options if you move the ball to the left side of the field. Calling a screen pass is a perfect solution to first down situations and it lends itself to moving toward the wide side of the field. Finally, use an effective combination and balance of running plays vs. passing plays. This will keep the computer off balance and you will find that your receivers' lanes start to open up. - Taiko

96 SIMMONS 0:27 35 SMITH



25 GREEN 1:45 56 COLEMAN



70 SMITH 2:29 85 LAMCHORN



76 JARON 4:44 93 FOX



70 SMITH 8:14 11 GEORGE



35 JOHNSON 1:58 93 FOX



25 GREEN 2:12 56 COLEMAN



THE ONLY THING
WE LEFT OUT
WAS THE COOLER
OF GATORADE

TRAINSTRENGTHEN



▶ Don't get lost every day.



1P-POWER ➤

2P-POWER ➤

▲ **Principle 1**—The de minimis is left out of the action.



1P-OFFENSE

0 2P-DEFENSE

FIN

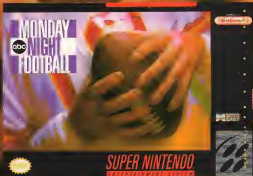
9. 2000

2 QTR 3 DOWN 15 BALL ON 41

- ▲ Has a variety of offensive and defensive plays.



▲ Try not to fumble as you plow down a mud-afked or ice-packed field.



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[illegible]

Ultimate Hockey
Game Rules
Instructions - 80
Control - 80
Goalie - 80
Goalie - 80
Goalie - 80



1991-1992 NHL Season

Team	GP	W	L	T	PTS	GF	GA	SV%
1. Boston Bruins	48	28	14	6	62	185	145	.915
2. Pittsburgh Penguins	48	27	15	6	60	175	150	.910
3. New York Rangers	48	26	16	6	58	170	140	.905
4. Philadelphia Flyers	48	25	17	6	56	165	135	.900
5. New Jersey Devils	48	24	18	6	54	160	130	.895

BRETT HULL HOCKEY



1991-1992 NHL Season

Team	GP	W	L	T	PTS	GF	GA	SV%
1. Boston Bruins	48	28	14	6	62	185	145	.915
2. Pittsburgh Penguins	48	27	15	6	60	175	150	.910
3. New York Rangers	48	26	16	6	58	170	140	.905
4. Philadelphia Flyers	48	25	17	6	56	165	135	.900
5. New Jersey Devils	48	24	18	6	54	160	130	.895

1991-1992 NHL Season

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5. New Jersey Devils	48	24	18	6	54	160	130	.895



Brett Hull Hockey has some great features. Skating is a joy with some of the best Mode 7 to be found on the SNES, the player animation is excellent and you never get that 3 frame test that is present in most of the Mode 7 games. Puck movement is also good with a camera that smoothly follows the flow of the game and players that react quickly to your input. Al Michaels, as he did in Hardball III on the Genesis, provides the play-by-play and his voice samples are clear and add to the gaming experience...so much for the good stuff. The major problem with Brett Hull is that it lacks the game play and intelligence of NHL Hockey or Stanley Cup and the lack of battery back-up (there is a password-84 game season save feature) for statistical tracking. Hockey fans will give Brett Hull a try because of its "on the ice" perspective and great graphics and sound but, ultimately, they will go back to the game play and both of the previously mentioned titles are superior in that regard. I keep waiting for Accolade to break out of the shell on 16-bit. Their PC games are among my favorites but they seem to have a hard time bringing them to SNES and Genesis with a uniform degree

of success. Technology-wise, I think Accolade does things that many other developers only dream about: clear, precise play-by-play, excellent 3D technology (next until you see Unnecessary Roughness!) and they have access to tremendous licensing power. But, the difference between a good game with great technology and a great game lies in the subtle play mechanics and long-term play value of a title. In the end, Brett Hull Hockey is 100% close to being a classic, close-to-perfect cigar. The good news is that Accolade seems to be making an honest short toward making the best sports games on the market and their future releases, building on what they've accomplished with HB3 and Brett Hull, should just keep getting better. - Talpa



Stanley Cup

Nintendo and Sculptured Software have taken the 3D technology that they created in NCAA Basketball and hit the SNES ice for a Mode 7 face off with EA Sports entitled Stanley Cup. The control and game play in Stanley Cup is so smooth that both hockey novices and experts alike will find the game very addictive. The game places a strong emphasis on arcade style play mechanics with some simulation overtones in the season and statistical save feature and, although Stanley Cup doesn't have the play refinement of NHL Hockey, it gives the hockey fan a solid, complementary alternative to EA Sports' benchmark game. The Mode 7 scaling and rotation is smoother than in NCAA and, by incorporating the crowd into the game graphics, you don't get that feeling of floating in space as was the case in the basketball game. The characters are large and animated extremely well for a 3D game (the players even leave a skate trail behind them as they move across the ice) and the sound effects (mainly sticks, checks and grunts and groans) are good with crowd response tied directly into the game action. The real strength of Stanley Cup, however, lies in its ability to draw you into the game quickly by allowing you to master the play mechanics in a short period of time. You will immediately find that you'll have no trouble beating up on the Mighty Ducks but that skating with Pittsburgh and Winnipeg is a little more difficult. A lot of the goodies that are at the heart of NHL's popularity are noticeably absent from Stanley Cup (player cards, NHLPA players, etc.) but the presentation and arcade game play are more than enough to warrant purchase for the average arm-chair fan. All in all, Stanley Cup is an excellent addition to Nintendo's growing lineup of sports titles on the SNES. - Talko



BILL WALSH COLLEGE FOOTBALL



PASS TO #13 FOR
A LOSS OF 6



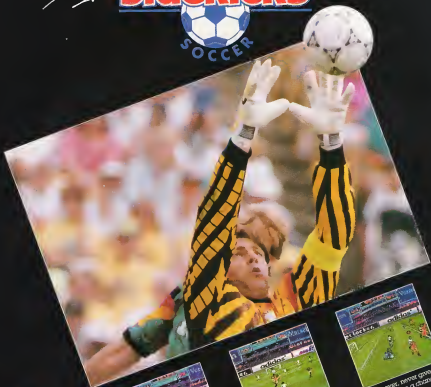
Just when it looked like EA Sports might be pulling the plug on future SNES titles, Bill Walsh College Football is making its way to the SNES—just in time for the new year and bowl season and it is looking excellent! Like its Genesis cousin, BWCF features 43 teams—the top 24 from '92 and the top 24 since '79. It also features an 18 game college season, playoffs and national championship, 68 classic college plays, triple option, wishbone, student body and more, 5 player simultaneous play, 360 degree roving replay, automatic or manual pass catch mode, scudging reports from Walsh himself and a player rating system that also includes Coach Walsh's play picks for all teams. Walsh SNES differs from the Genesis version in that it makes use of the new Madden SNES engine with great "Mode 21" graphics and excellent color and animation. The game also features additional animations and crowd graphics not found in the Sega game. Look for Bill Walsh College Football to appear at retail outlets in January and for a full review in the February edition of Game Fan Sports. —Talks



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to score!

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the field!**



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HALL OF FAME



PRO QUARTERBACK

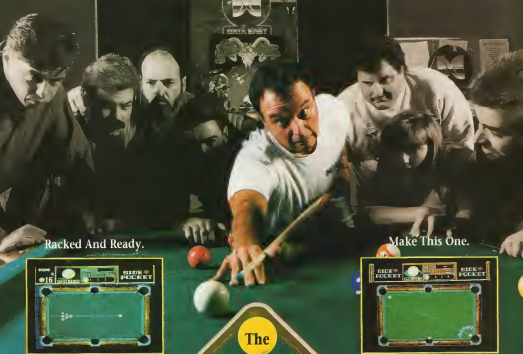
COMPUTER QUARTERBACK



When *Custom Games Fan* published its first national issue back in December of 1982, *Pro Quarterback* was high on my list of games to play (both SNES and Genesis and it, at the time, was the most entertainingly slighter accessible 32-biters per side) hobbyist game on the market. Now that its success is a little less than perfect (I'm a little less Football Shout-Out Edition), we thought it would be interesting to look back at this title. As a game, just how much progress has been made in the world of the field viewpoint. With the exception of *Monsters* CD, with its hardware zoning, no other game has attempted to deliver this kind of graphic realism in the game. The passing game, I think that this perspective does more to establish your participation in the game than any other single feature. The interface is a little jerky but not that much more than *Monsters* CD and, in some ways, *Pro QB* is graphically superior in that it makes better use of the same device. Picking out the open receiver has never been this easy and, although the play control is pretty rough, I really profit this style of game play over a passing window or side scroll situation. Inside of look you as a spectator rather than a participant. How does *Pro QB* stack up against its younger competitors? As an arcade game, very well. The game is high quality, the computer is a strong opponent and it is always fun to play as a quarterback. It is, however, the editor seems to be a little bit of a letdown. With 32-biters and battery save, if you missed the QB the first time around, take a serious look. Football fans will not be disappointed. —Takes



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**SUPER NINTENDO
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ACHIEVEMENT AWARDS

The GameFan Sports Achievement Awards were created to recognize the best in sports game design. To be eligible, the finished games must have been released during the calendar year and all judging is based on the American releases-no import titles are included in the final judging unless they have been confirmed for US release. You will also notice that, in addition to creating an award for "Sports Game of the Year", we have divided the titles into their respective categories to give both the publisher and the consumer the most accurate information possible-in the hope that this recognition will help to encourage quality game design. Without further delay, here are the deserving winners for 1993.

1993 GameFan Sports Game of the Year: NHL '94 CD-Sega CD-EA Sports

EA Sports took the best hockey game of all time and made it even better. And in the process became one of the few Sega CD developers to unleash the full power and potential of the hardware. With competition like Mortal Kombat 3, Super NBA, FIFA Soccer and F1 World Championship, EA Sports really EARNED this award in a year where sports entertainment reached new heights and new quality standards were established in sports game design.

Football Game of the Year: NFL Football '94 (Montana)- Genesis-Sega

Honorable Mention:
Tecmo Super Bowl-SNES-Tecmo
Madden '94-SNES-EA Sports
Madden '94-Genesis-EA Sports
Montana CD-Sega CD-Sega of America

Basketball Game of the Year: Super NBA Basketball- SNES-Tecmo

Honorable Mention:
Super NBA Basketball-Ben-Tecmo
NBA Showdown-SNES-EA Sports

Golf Game of the Year: PGA Tour 2-Genesis-EA Sports

Honorable Mention:
Pebble Beach-SNES-TAE Soft
Wicked 18-SNES-Bullet Proof

Tennis Game of the Year: Wimbledon Tennis-Genesis-Sega

Honorable Mention:
Davis Cup Tennis-Genesis-Tengen
Amazing Tennis-SNES-Absolute
Amazing Tennis-Genesis-Absolute

Boxing Game of the Year: Greatest Heavyweights- Genesis-Sega

Honorable Mention:
Riddick Bowe Boxing-SNES-
Absolute/Extreme
Legends of Ring-SNES/Genesis-
Electronic Arts

Baseball Game of the Year: Super Baseball 2020- Genesis-Electronic Arts

Honorable Mention:
NFL '93-Genesis-Tengen
Baseball Heroes-Lynx-Atari
Super Baseball 2020-SNES-
Tradewest

Hockey Game of the Year: NHL '94 CD-Sega CD-EA Sports

Honorable Mention:
NHL '94-Genesis-EA Sports
NHL '94-SNES-EA Sports
Stanley Cup-SNES-Nintendo

Racing Game of the Year: F1 World Championship- Genesis-Domark

Honorable Mention:
Nigel Mansell-SNES-Gametek
Jaguar XJ220-Sega CD-/VC
Nigel Mansell-Genesis-Gametek
Super Off Road-Raja-SNES-
Tradewest

Soccer Game of the Year: FIFA International Soccer- Genesis-EA Sports

Honorable Mention:
Super Sidekicks Neo Geo-SNK
World Soccer-SNES-Asia
Tony Meola's Sidekicks-SNES-
Electronic Arts

PGA TOUR 2



WORLD CHAMPIONS



WIMBLEDON TENNIS



FIFA SOCCER

NHL '94 CD



NHL '94 STARRING JOE MONTANA

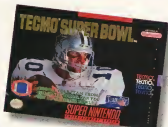


BASEBALL 2020



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Play in Progress

EA Sports Rings In The New Year...

This month, Play In Progress focuses on the czars of sports gaming at EA Sports and some early information on a few of their top prospects for '94. It looks like EA Sports is recommitting itself to the SNES and with Madden 3DO Under their belt, they are ready to pursue development on their golf, baseball, hockey and basketball titles on the next generation machine. First off, we have some EARLY screen shots from their new baseball game on the SNES (no title as of yet). The game is scheduled



to ship in March of '94 and, according to our sources at EA, it will include: all of the MLBPA players according to their '93 stats and teams, a full 162 game season, authentic stadium music, 5 player capa-



bility and frame by frame instant replay and more. As you can see, an emphasis has been placed on creating realistic, arcade style graphics, as well as concentrating on the simulation qualities of the title. In addition, EA Sports is readying PGA Tour Golf for 3DO and has its sights set on releasing the title during the first quarter of '94. These screen shots are hot off the development system and represent the latest progress on the title. With the 3DO version, EA Sports is trying to create the most realistic game of golf possible. The focus is on taking the award winning game play from the 16-bit and PC games and adding to that a TV quality broadcast-both graphically and to the music and play-by-play. As with their Sega CD titles, EA Sports has enlisted Ron Barr of Sports By Line USA for the call. Look for more on both of these impressive titles as we get it in your source for the latest sports information, GameFan Sports. See you next month...



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Here's a look at four new PC Engine Super CD's that are about to come out in Japan. Since Duo owners basically have nothing new to look forward to we thought these might give you some hope. You can play any of these on your Duo. Bomberman 94 is one of the most addicting puzzlers ever created. Super Darius 2 is a carbon copy of the coin-op classic, Y's (the RPG that started it all) will see an all new sequel this December, Y's 4 The Dawn of Y's, and Nektaris is the CD sequel to the hit Turbo game, Military Madness. Good stuff! Find a good source and kick start your Duo! There's a lot more coming in the month's to come.



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NEKTARIS



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Capcom's Slam Masters coming next month!

VIEWPOINT



Helloooo Marty!
 Ladies and gentlemen, the sleeping giant has awoken! Unfortunately, he has awoken in Japan but with games this good, maybe Marty will take a swim in '94 to do a little battle with the 3DO. The next three pages represent what we were hoping to see here in '93: perfect arcade translations and 3D shooters that kick butt. Known to many as the best Neo-Geo shooter ever, here is a perfect, well, actually better, version of Sammy's Viewpoint. The Marty version benefits greatly from the use of a controller instead of the clunky Neo stick and has a looser and better overall feel. The music, graphics and awesome polygons are virtually identical to the coin-op. Having two (this and Slam Masters) of '93's hottest coin-ops will surely give the Marty a huge boost over in Japan, where it is already doing quite well. US release...ever? Well, the FM-Towns almost made it, so maybe the second time will be the charm. Stay tuned.

- Takahara



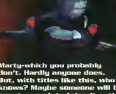


SCAVENGER 4



3D0 ain't got nothin' on Marty. In fact, no one does, not after you play Scavenger 4. I am so sorry but this is the best shooter ever on a home console. It makes Splatoon and Starfox look like 2600 games. You want 3D modeled, texture mapped bosses that look like something out of Star Wars? You got it! You want to fly across real terrain, through real cities, weaving through buildings and under bridges? You got it! Do you want a truly interactive shooter? One that may pan away and show you your craft darting through a boss' legs, while you're fighting him? Done. It can all be yours...if you have a





Marty—which you probably don't. Hardly anyone does. But, with titles like this, who knows? Maybe someone will be smart enough to bring it out! If not, the fact that Psychosis made S4 gives us hope. They could bring out a 300 version or, perhaps, a Mega CD...nooo. A Mega CD would explode. Unlike full motion games, everything in Scavenger 4 has collision detection; the walls, the floors, the rendered objects, everything. It plays perfectly, it never loads, has an amazing intro, and is sooooo much fun. Incredible!



AMIGA CD 32

ZOO L

This is either a 32-bit system, or really starting to annoy me. The first couple of games (Junior Popo and that snail thing) were pretty good but those were the first, so I let it slide. But now, after playing Zool, I am convinced that this system is nothing to get excited about. These are Amiga games, plain and simple. After playing Zool on the Genesis, I was really looking forward to this version. Although the music was good and the between-level graphics not impr. conv, the game itself is really flat. Only one scroll (where the Sega version had 5 or 6) and so-on animation and artwork is not what I have

come to expect from a 32-bit system. Not only that, but the booting up speed controller is really and unresponsive making things even worse. All I know is that the Genesis version smokes this one and that just doesn't make sense. Zool on the Genesis is a cool game, so I'm not bugging on the old Zoolster. I'm sure the game makers had the best intentions. I just think that this system is very limited in many areas and therefore has no chance of making even a small dent over here, where game players are so very critical. So, if you've been wondering about the CD32, wonder no more and check out Zool on the SNES or Genesis. To find out more about Zool, check out the review in our Sega Sector. -- Mr. Goo



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Recently, the Pioneer Laseractive was released here in the States. Funny thing is, it just kind of appeared. There was no hoopla, especially in the game industry.

Over in Japan, the LD is being marketed as an interactive game system, similar to our 3DO. Here is the first game for the PC Engine pack, Vejra. Vejra is a first person robot fighting game which pits you against 5 robotic opponents flying over beautiful LD city scapes. Because the

backgrounds are all full motion shaded polygons, the path you take never changes and the enemy on each level always attacks the same way. So, it is just a matter of time until you figure out his patterns and weak points. On the positive side, the graphics are stunning and the speed is mind blowing. But, on the negative side, this isn't much of a game. The LD itself will probably never be a good game system. Full motion backgrounds with sprites plastered on top of them just don't make good games and, as a Laser Disc player, the lack of jog shuttle and no digital display make this a bargain basement LD player all the way. You're better off with a quality LD and a stand alone game system. If the price on this unit ever drops to about \$500, it may be a good buy. But at \$1,500 fully equipped, the Pioneer Mega/PC LD is a money pit you won't soon climb out of. That pretty much wraps up our coverage on this tank. -Storm out.



Disney's
Beauty
AND THE
BEAST
Belle's Quest



B

REAK THE SPELL

You'll need all of Belle's charm and wit to save her father, imprisoned by the hideous Beast. But to reach him you must first outsmart persistent Gaston. Then journey astride your faithful steed Phillipe, to a thick, black forest maze of wild animals and hidden traps to reach the enchanted castle on the other side. Search carefully for the castle's hidden secrets. Find them all to break the spell and return the Beast to his human form.



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PHILIPS COMPACT DISC

Interactive

In our last two issues we've reviewed some form of Mad Dog McCree, first for the Sega CD, then the Panasonic 3DO. Now, once again, here we are with the latest version, this time for the Philips CD-i. By comparison, I'd have to say without a doubt, this version is a vast improvement over the others and a perfect translation from the arcade. The quality of the video is amazing, too; look, here it is—our daily presentation of the 100 percent



Mad Dog McCree

graphics. In Mad Dog you play a lone gunslinger who's taken on the job of cleaning up the town which has been overrun by McCree and his gang. Along the way grateful townsfolk will steer you on the right path and only sharp reflexes will keep you away from a visit from the caretaker. This version doesn't come packed with a light gun but the optional trackball controller seems to do the job, and a even niftier Gravis pad is on the way. The game is actually quite difficult with enemies popping up suddenly to keep you from memorizing patterns and there are plenty of levels to go through before actually facing the grumpy Mad Dog himself. Although this is not the strongest title, it definitely is a welcome addition to the line up of CD-i games and really shows off what the new Full Motion Video card can do. So grab your trusty six gun and get ready to enforce some law and order, ya varmint. —Jahkura



THIS SHOULD

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CD-i



SPACE ACE

Did you ever play games like *Dragon's Lair* and *Space Ace* in the arcade and wish you could have these coin-ops at home in all their cartoupe splendor to play at your leisure? Well, now you can, as Philips Cdi has become the first system to accurately convert games like these without the usual color loss, graphic break-up, or letter box frame. In fact, the full screen, full motion video is so good, its quality is comparable to VHS! This is all done with the use of a new digital CD-I Full Motion Video Cartridge (FMV) which connects to the expansion port of Philips or Magnavox CD-I players. The digital FMV cartridge marks the next generation for CD-I games by delivering 3D frames-per-second video and CD quality sound. *Space Ace* is one of the first titles to be released for this upgrade and it is an exact carbon copy of its laser disc arcade counterpart. If you're not familiar with this game, you take charge of *Space Ace*, defender of Justice, Truth, and the Planet Earth. Ace is being attacked by the evil Commander Boof who has a sinister plot to render Earthlings harmless with his Interio Ray. It's up to you to navigate *Space Ace* through this animated adventure which requires memorization and perfect timing. With the release of this

new cartridge plus games like *Space Ace*, *Mad Dog McCree*, *Robot Assault*, *7th Guest*, and *Dragon's Lair II* and II, the CD-I is sure to gain popularity and a spot among the ranks of next generation software and hardware...can you believe it?

Mr. Goo

TOTAL ECLIPSE

Crystal Dynamics is a pioneer in the evolving frontier of interactive entertainment. The company's software delivers an entirely new level of gameplay that has set standards for the 32-bit market. Crystal Dynamics has proven its ability to be the leading interactive entertainment software publisher and developer by producing the first title for the new, 32-bit generation platform. The company plans on breaking track records each time by expanding their creative focus and developing for each next generation platform that successfully emerges. Their initial focus is software for the 300 Interactive Multiplayer. Panasonic selected "Crash & Burn" to be bundled with its Real 300 Interactive Multiplayer system during its introduction in October, '93. Crystal Dynamics' development work will soon span most CD and floppy platforms, as well as the 300. They have assembled what they believe to be the best internal product development group in the industry. This team's success is proven

3
D





planet surfaces, of first person shooter action. Graphically, Total Eclipse goes where no shooter has dared go before. With light source shading, real time, rendered space craft, an incredible soundtrack and some of the most wicked bosses to ever appear in a video game, TE should back-up CD's claims of breaking track records each time out. A good example of the creativity and dedication of their team are the tunnels that connect the quadrants of the various planets. When you speed through these texture mapped connectors,

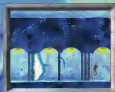
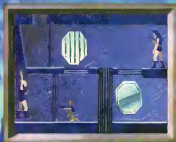


OUT OF THIS WORLD



Although still not 100% complete at press time, here's a look at the first Action/Adventure game for the 3DO, Out of This World. The game starts off with the same (although more detailed) intro. to get things started. Our version loaded a bit too much to get the full effect but I am sure that the final will move along much faster. The game itself is a mixture of old and new. The action portions feature colorful, detailed backgrounds and neat effects like rippling water but the interactive sequences and the main character look exactly like the SNES and Genesis versions, so what you get is a confusing mixture. Our version was also devoid of final music but what was





in sounded great. To be 100% honest, while the game is better looking, it is still not what I expected from the system that 3DO said would set new standards. There is no awesome animation or special effects that I haven't seen before. I thought the characters would be more dimensional, maybe texture mapped. Of course, on the flip side, this is Out of This World, a game that doesn't really need all of that to be entertaining. Either way you look at it, I'm sure that just about every 3DO owner will buy OOTW and thoroughly enjoy a game that would be totally entertaining on any system. We'll bring you a final review as soon as OOTW is released. Hey Interplay, how 'bout a little Rock 'n Roll Racing, 3DO style! -TAKAHARA





STELLAR 7 DRAXON'S Revenge

As any 3DO owner will tell you, the release of any game that is actually "a game" is cause for an immediate dash to the nearest software store, so that you may once again fire up the most advanced game system of '92. You would think a game like Stellar Fire (this version is called Draxon's Revenge) would be amazing on this system. Well, parts of it are. It's just that the parts that *are* aren't in the game, those being the demo and object viewing screens. The game itself, while graphically beautiful, is plagued with problems. The most troublesome downfall is the sluggish control and slow down. When you are moving and shooting, the appearance of a single large sprite can almost stop your vehicle if you attempt to turn to either chase it or avoid fire. The dragons are also horrendous, turning is reminiscent of an old Cadillac with no power steering. My other beef is that the mountains in the distance never get closer, which gives you the feeling of being on a huge conveyor belt and takes away any "real" feeling that you may have accepted. Wouldn't you expect some realistic scaling here? If I'm doing a hundred miles an hour towards a mountain range and it isn't getting any closer?...what's wrong with this pic-





ture? Dragon's Revenge is also short, offering only seven quick levels (they try to make it seem long by offering no continue or password) and the bosses aren't nearly as creative as the ones in the Sega CD version of Stellar Fire. I don't mean to be overly harsh, this is a "pretty" game but, for \$700 bucks, someone other than Crystal Dynamics better start knocking our socks off, or the lines to return 300% will be longer than they were to get one. -Storm Out





The key to the success of any computerized chess game is the quality of the computer opponent and the speed with which it executes its moves. For software starved 300 owners, Battle Chess is an all likelihood, going to be one of their initial game purchases. The question for 300 owners will be is this game for chess enthusiasts only, or is there something here for the beginner/occasional player? For the novice, BC features all of the animation, humor and lady slaying that has made the game a major success on all computer platforms and an easy to use interface and tutorial featuring full character animation and voice that makes learning the game a joy and playing it (at least watching as



the board and game animation remains fresh) interesting and dynamic. But, after the "oh, wow" factor has worn off, is there a quality chess game here for the dedicated enthusiast? The answer to that question is an unqualified "yes"! Dedicated chess players will find a lot to like about Battle Chess, starting with the ability to choose between the 3D and 2D play fields. After those first few days of play, the 3D mode will be the preferred play arena for most chess enthusiasts.



And the computer opponent series is skill-level all the way up to Grand Master caliber. So, for you 300 owners out there that need to feed your machines, Interplay has a solution for both sides of your brain!



- Talco



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JAGUAR™

6 4 - B I T

INTERACTIVE MULTIMEDIA SYSTEM

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When you do, make sure to run to the nearest store. Everyone else will be there chomping at the bit to buy one.

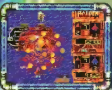
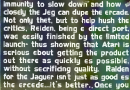
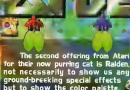
What we're really saying is Jaguar's 64 bits cats the competition alive. Sink your teeth into it and you'll see what we mean. **Get Bit by Jaguar.™**

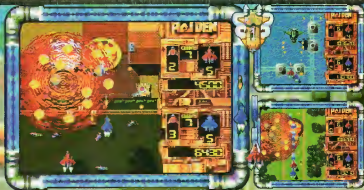


JAGUAR'S DOMAIN

RAIDEN

The second offering from Atari for their new purring cat is Raiden, not necessarily to show us any ground-breaking special effects but to show the color palette, immunity to slow down and how closely the Jag can dupe the arcade. Not only that, but to help hush the critics, Raiden, being a direct port, was easily finished by the limited launch—thus showing that Atari is serious about getting the product out there as quickly as possible, without sacrificing quality. Raiden for the Jaguar isn't just as good as the arcade...it's better. Once you enter the space levels, the meteors are all rotating and texture mapped and the music in these later levels is also improved, with some bass that may have your cat gripping the ceiling (just think of all the cat metaphors you'll be hearing from now on). Other than those differences, this is an exact conversion, with no flicker or slowdown no matter what you throw on screen and the detail and color is excellent.







Fortunately, I have obtained a set of a/v cables. (buy 'em ASAP in January) so things look much clearer than with the provided RF. Even if you're not big on overhead shooters, as a first title Raiden is worth a look. And, if you are into overheads, then you should be extremely happy with this exact 2 player arcade classic. Still, the games I'm waiting for are Alien/Predator, Checkered Flag, Kasumi Ninja and Tiny Toons. But, until then, DinoDudes (which we will review next month), Raiden and especially Cybermorph will keep me busy. Hey, it's not even officially out yet and the Jag has some good stuff out there. So far, so good. -Takahara



DINO DUDES

Dino Dudes is a fun little game for the whole family, but especially for all the little ones. After just an hour or so of play, I can tell you that this is about as good as it gets for a game. The rounded, cartoonish look, the fun, and the characters are all pretty good. The rounded, cartoonish look, the fun, and the characters are all pretty good. The rounded, cartoonish look, the fun, and the characters are all pretty good.

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Lynx has a 3.5" screen.

BUT

Game Gear has a 3.2" screen.

Lynx has over 4000 colors.

BUT

Game Boy has two.

Lynx has a 16 bit graphics engine.

BUT

Game Gear has an 8.

Lynx has molded rubber hand grips.

BUT

Game Boy has plastic.

Lynx allows up to eight players.

BUT

Game Boy allows up to four.

Lynx has right or left hand play.

BUT

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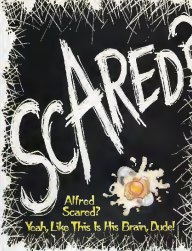


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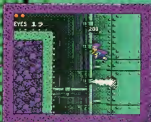


X-Men fans can now take their game on the go with the game of the same name on the Game Gear. Six of your favorite super heroes join the fray: The Silver Surfer, Cyclops, Wolverine, Storm, The Beast, Rogue and Jubilee. Graphically this is one of the better GG games, it has well defined, colorful characters, detailed foregrounds, and fair animation, nice little extras include between level artwork, being able to begin on one of three levels before each round and the SEGA! yell when you flip the switch (it's just like the commercials). The moves and playability are similar to the Genesis version and the levels are just as long or longer. The one mighty downfall is the usual...turn that music off! If Sega dropped a better sound chip in this little sucker, boy, would we have a head-bald. The graphics of late have been great. X-Men is another strong title. While it's not quite up there with Shenmue, it's mighty close. - Mr. Geo





The mighty hero, Radioactive Man, has been kidnapped by "Brain-O The Magnificent" and is being imprisoned in the dreaded Limbo Zone. It is up to Bartman to save Radioactive Man from imminent doom and to foil Brain-O from any more wrong doing. No, bad, he's cool, he's... purple? Take heed, lowly citizens of Springfield, Bartman is on his way to the Sega Game Gear to fulfill his heroic destiny. Your quest will take you through 14 action packed levels all filled with sharp, colorful graphics and there are lots of different play techniques to master. One word of warning however, it will take patience and much perseverance to get far in "Bartman meets Radioactive man" so take it easy and watch out for those blind jumps. —K LEE



HANDS ON PORTABLES

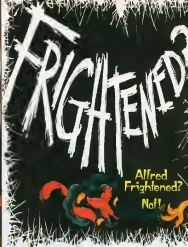
NBA JAM - 2 PLAYER - 4 MBG - MARCO



Acclaim has really been successful with their Game Gear translations. First there was Mortal Kombat, which no one expected much from and now

they've delivered an excellent version of NBA Jam. This is one of the best playing GG carts to date, with the exception of the voice and music, it is a pretty accurate translation of Williams' arcade game. You have

to keep reminding yourself that this is a Master System! If you own a Game Gear, you've got to have this game. Then you'll be jamming on the go! - Talko



Alfred
Frightened?
Not!



POWER INSTINCT

疾風怒涛



ANGELA BELTI



THUNDER ROLL
 +HOLD +PUNCH
 THUNDER ROLL
 A+C (SHUTTERBUST)
 BODY ATTACK
 +HOLD +KICK
 CRASH KICK
 JUMP, +KICK

One of the most talked about games at the most recent AMOA show held in Anaheim, California last October was Power Instinct by Atsus. We have now come to expect the leaders of the one-on-one fighting genre to be Capcom with their Street Fighter series and Midway with MK and MK2. These two companies, however, are now being challenged by companies like: SNK, Segag and, with Power Instinct, Atsus is now joining the battle for top spot in the arcades. Your controls consist of a joystick and

WHITE BUFFALO



THUNDER ROLL
 +HOLD +PUNCH
 THUNDER ROLL
 A+C (SHUTTERBUST)
 BODY ATTACK
 +HOLD +KICK
 CRASH KICK
 JUMP, +KICK

HATTORI SAIZO



THUNDER ROLL
 +HOLD +PUNCH
 THUNDER ROLL
 A+C (SHUTTERBUST)
 BODY ATTACK
 +HOLD +KICK
 CRASH KICK
 JUMP, +KICK

ANGELA BELTI



THUNDER ROLL
 +HOLD +PUNCH
 THUNDER ROLL
 A+C (SHUTTERBUST)
 BODY ATTACK
 +HOLD +KICK
 CRASH KICK
 JUMP, +KICK

KEITH WAYNE



THUNDER ROLL
 +HOLD +PUNCH
 THUNDER ROLL
 A+C (SHUTTERBUST)
 BODY ATTACK
 +HOLD +KICK
 CRASH KICK
 JUMP, +KICK

REIJI OYAMA



THUNDER ROLL
 +HOLD +PUNCH
 THUNDER ROLL
 A+C (SHUTTERBUST)
 BODY ATTACK
 +HOLD +KICK
 CRASH KICK
 JUMP, +KICK

THIN NEN



THUNDER ROLL
 +HOLD +PUNCH
 THUNDER ROLL
 A+C (SHUTTERBUST)
 BODY ATTACK
 +HOLD +KICK
 CRASH KICK
 JUMP, +KICK



QUARTER



CRUNCHERS



four buttons (strong and weak punch or kick). To do double jumps at any point in the air, trip twice on the joystick and you can also do a double tap to dash forward or back. You can choose from one of 8 fighters, your aim being to obtain the seat as the new leader of the Gogetsu clan. Many of the newer arcade fighting games offer something unique to set them apart from the rest of the pack and Power Instinct is no exception. In Power Instinct, you will see anything from flying dentures, to whips, to speeding buffalo heads. Overall, it's a good game with great animation, decent music, lots of cool special moves and, most importantly, great play control. Due to hit arcades this winter, Power Instinct has the potential to do some damage against the more famous one-on-one fighting games. -K.LEE



CHICKEN



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GOGETSUJI GAME



FLYING BIRD ATTACK

YIELD → PUNCH

FLYING BIRD ATTACK

← HOLD → PUNCH

SHOOTING BIRD AT BACK

← PUNCH REPE. YIELD

AIR KICK

YIELD → PUNCH

GOGETSUJI GAME



HEART SCARS

← HOLD → PUNCH

RAINBOW WALL

← HOLD → PUNCH

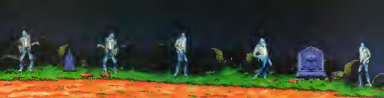
THE GRAVEYARD

MICHAEL JACKSON'S

MOONWALKER

What else would we stick in the Graveyard this month? With the Media chasing Mike like a Pitbull going after a Porterhouse we just couldn't resist. Plus I get a chance to voice how it sickens me that the American press is no more than an over-rated freak show. I guess ratings have now become more important than human dignity. Innocent or guilty, to go after a guy who has done more for kids than all the politicians and news hounds combined and basically destroy his reputation before the truth is known is unspeakable. My dog has more tact. OK enough satire. Back when the Genesis was a young puppy the game you see here was a big deal and, even though it looks





a little aged with less detail in some of the backgrounds and slightly repetitive Thriller tunes, it is still a fun and unique game. MJ Spins, Moonwalks, dances, and slides down banisters as he travels throughout music video backdrops rescuing children from the clutches of the evil Joe Pecs, remember that video? The 'ol Sega sound chip works overtime all the way through grunting out tune after tune from the record breaking Thriller album. So, if you've never played it, or you're a big MJ fan, it's worth a look, and who knows? With all that's going on it may become hard to find.



MUNCHIES!

It's Pac-Man's dream come true: more ghosts to gobble! Video game super star Pac-Man is on the Super Nintendo

Entertainment System in a hot new game:



The object of the game is to line up

blocks in a row. Sounds simple, but those meddling ghosts are at it again getting in your

way. Never fear, Pac will save the day!



Three modes of play:

One player!

Two player head-to-head munch fest!

100 level puzzle game!



Smoking sound track!



Cool graphics



Go Head-to-Head with friend
in 2-player model



Line 'em up!
Chow 'em
down!



Munch Fest!

Warning:
Pac-Attack is highly addictive.



Wrack your brain with the
puzzle model



SUPER NINTENDO
Entertainment System

namco



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3. **Broadly speaking,** Saturn's better than anything else you've seen. It's not a lot, really, at first for the time being. Sage is proud that the technology used in Saturn is being dropped out to keep people interested, but I'm not my mom in non-technological progressivism, and Sage is terrified of casting a shadow over his childhood. So he's got two outlets about Saturn now, the Mega CD will have an easy target for acting that he's not at the moment. And being stimulated to the Mega CD. And

中国书画函授大学肇庆分校建校二十周年纪念册

But the fact that the game is so popular is not the reason why it's so successful. The reason is that the game is so well designed. It's a game that's easy to learn, but hard to master. It's a game that's fun to play, but also challenging. It's a game that's perfect for a wide range of players, from casual gamers to hardcore enthusiasts. And it's a game that's been around for over 20 years, and still going strong.

Q: So, you're not convinced about a molecular network being set in the market just yet?

A: I'm sure that eventually it will come to that, but I think there are near-term left in the game. There are quite a number of people out there who are near-term, pure genetic engineering advocates, which is what the large firm GENES does, pure genetic engineering. I think that the National Science Foundation and the other groups are not convinced. I am sure that the National Science Foundation and the other groups will be convinced at the same time.

Q Are you not even tempted by the dollar?

25. It's a wonderful piece of kit and some of our Mega CD staff would treasure it as such, but it also conflicts with our current business strategy. Personally, I think the Nintendo had it more sense they'd buy the Jaguar! If they did but I've a good chance to lose the deal with任天堂.

And finally we come to the new kid on the block—the renowned Koolhaas.

3.5: [Laughs] Well, I was insured for one first. Koerkel and I remember sitting in this room in New York City, and we had Wyn Holschewy as our lawyer. He was the best. We were demonstrating the ridiculous chair that was supposed to be available with it. He almost pushed it off as well, you know. As for the stand-up-it's Koerkel [laughs yet again]. They approached us about a year ago, but we weren't interested. The problem with the idea of this company, and I would imagine many others, is that you've got to practice there a lot so you can eventually

Q At what direction do you see your career heading in 1997?

...I don't think you'll see another pattern game from us for a long time. The genre's dead as far as I'm concerned. The problem is that everyone else is coming to the same conclusion, and domestic games like *Snicket* have an advantage: the real big games that'll get done to death. Our basic rule of thumb is to carry on delivering fully interactive games, and as far as CD ROM goes, that means forgetting about 3D movie ideas for gameplay, because all word processors, and that's where it'll continue to live then.

Q11 Oliver, thanks a lot James. Best of luck with the future.



of Thunderbolt. But a single bolt which strikes a man's head will kill him. And the same is true of the lightning of the law.



the curbing of Montreux City. Wild incineration, to clean the available summer '94.



THE



...over a huge emergency point on the coast. A 100% team of men, women and children, the team of the Sea Guard, the Sea Guard.



One of the main reasons why you can't find a good job is that you're not looking in the right places. The best way to find a good job is to look in the right places. The best way to find a good job is to look in the right places.



The Military Acquisition Department has their hands full. The Dandy Enforcement Agency Protection Inc., owned by the well-known Marlboro Kid, has taken a look at it's time for the sports of all kinds. Much



Virgin's Creature shock - by Argonaut for the 3DO



Other Stuff

Welcome to Other Stuff for '94. Since we have added our new UK section and Japan Now, this section will mostly cover what is currently happening and what the future may bring here in the states.

Since the **Jaguar** seems to be on many gamers minds, let's start with the latest info. on the new cat. Atari has announced 15 new software companies that have signed on for development: Accolade, Activision, Id Software, Microprose Ltd, Microprose Ltd (US), Phoenix Software, Gremlin Graphics Ltd, 3D Games, 21st Century Software, UBI Soft International, UBI Soft Inc., Interplay, Millennium Interactive Ltd, Bralstorm and Virgin. This brings the total number of Jag licensees to 35, games are coming! From Activision; look for Return to Zork, from Accolade; Bubsy and their line-up of sports titles, from Id Software; Wolfenstein 3D and Doom; Evil Unleashed, from Microprose; 3D Genshik 2000, from Gremlin; Zool 2, and UBI Soft (who represents 80% of the entertainment software in the French market with distribution rights to more than 30 labels worldwide, including LucasArts) plans a number of games for the Jag. If you're into fighting games, here is some info. from the producer of **Kaseki Ninja** at Atari. KN will have lots of blood and gore and they are shooting for a ton of special moves including never seen before fatalities. The game will carry a "Mature Audience" warning sticker. "We have very good compression routines, so we can fit a lot of data into a very small space". The cart size is currently set at 16 megs. There will also be weapons in the game. We will keep you posted as to what type as the development winds down. The number of characters is not yet set, it could go as high as 20 but 10 is a more realistic number. Most are human (Ninja, UK fist fighter, Bronx female, and an Eskimo) but mythical characters like "Yeti" will be present as well. Atari has already sold out of Jaguars for '94 so now the question is, will they make the January launch as scheduled? Yes, we believe they will. Oh, and one something before I go, AVP is going to be red! A friend who's played a recent version described it to me and it sounds amazing. We'll have to wait until 1st qtr. '94 but it'll be worth it.

Now for some news on the new **Neo-Star**...

The what? you say. There's no release date yet but the word is out. SNK's next game console is currently under development. The new machine is bigger than the current console and boasts both a cartridge and CD port. The system features new cordless joysticks and a larger capacity memory cart able to hold 20 times more information to be used for such things as home banking over in Japan. The biggest difference though is the new dual CD/CD-ROM drive, able to play special Neo-Geo games. The specs are still not final but here is how they currently stand. The Star is set to be a **32-bit** console and will use RISC CPU's, the clock speed is around 14 MHz; it is capable of a resolution of 640 x 480 pixels and uses a new Super-Scart system to increase the resolution of the normal displays it is connected to. They are aiming for the machine to do polygon graphics and there is speculation that the Star could be the first 3D game machine that will be able to create truly interactive, virtual reality style games. The CD4 feature allows for movie quality sound and graphics to be played with video game interaction via the cartridges. Another feature with potential is the expansion port which would be used for upcoming cable TV/modem connectors that would allow multi-player gaming. 3D glasses and a keyboard (for uses such as home shopping, banking etc.). As we reported some issues ago, a separate CD-ROM is supposedly still in the works which would attach to your existing Neo, offering much of the Stars features. We will bring you more on this new system as it develops. Elsewhere in Neo-Geo news, upcoming is a fighter which will feature characters from Art of Fighting, World Heroes, Samurai Shodown and Fatal Fury. Originally supposedly titled "Survivor", it is now going by the name; Battle of Destiny. Sources say that other titles planned for late '93/early '94 will be postponed as all efforts go to bringing this huge title out as soon as possible.

In just a bit of Sega news...

Recent rumors of the Mega-CD being discontinued overseas should be discarded as sources high-up in SOJ say that they have no intention of abandoning the system at this time. Several new titles are in development-which we will disclose to you as soon as we get the green light. On the software side, **Bare Knuckle 3** (Streets of Rage 3) is nearing completion and should be released by March. The new game is 24 mgs and features 5 characters and, yes, Yuzo did the music. Also coming are **Contra** and a new Basketball game from Konami and I think I heard someone say the sec-

and Castlevania for Sega would be 16 meg. Now, if I just had a time machine.... Aero fans will be happy to know that a new 16 meg sequel is on the drawing board and **Beavis and Butt-head** fans will get a game in '94 as well! **Viacom** (soon to be a household name in the game biz) is readying an ultra cool, interactive adventure starring those two model citizens, Beavis and HUH, HUH, Butt-head. All smung by and gave us a sneak peek and (although way early) the game looked great. All the hang-outs from the MTV cartoon are in there and it's 2 player simul.. Of course, I'd go directly to Burger World for some of those tasty fries. Following the release of the much anticipated first Sega DSP cart, rumor has it that Virtus Fighters is on the drawing boards for late '94... seems to be a logical choice, wouldn't yah say? Another great Sega title fresh on Japan's unknown list is Outrunners. Although release is imminent, no date is available at this time. I would let out a wailing "Joy" as only Stimpys could if it was anywhere to be found on a screen somewhere in Vegas this January. For a system going into its fifth year, the Genesis is smokin'! A well spent ninety-nine bucks wouldn't yah say? And finally, how about **Sonic** at the Macy's day parade. It figures, you turn a video game character loose on a busy street and he goes freakin' nuts! Sonic later said (after they put his head back on) he thought he saw Robotnik behind him so he went to go into a Sonic spin and that's when he met Mr. Lamppost. Sonic blames the fiasco on the people who programmed the street and bad collision detection.

In Nintendo news...

All is quiet before the upcoming CES, but if you've read our Europe section you already know about **Star Fox 2** and **FX Trax**, two of the many strong SNES titles slated for release in '94. Also in the works are a 32 meg version of Capcom's **Slam Masters** to be followed by, you got it, **Super Street Fighter 2**. Super may be 32 meg as well. We have also heard inklings that Argonaut Software may be making the hardware for Project Reality, this could not be confirmed at press time but the makers of Star Fox and other up coming SNES wonders seem like a logical choice.

In other news...

Mortal Kombat 2 fans will be happy to know that Probe is on line to develop the Sega version and Sculptured is back on line for a SNES version. If Sculptured has to take out the blood and violence this time around, MK 2 SNES will be about 2 meg...that's a joke, don't call it. Speaking of the carnage, we printed some useful fatalities around here somewhere.

And, finally, Core (makers of the absolute best Sega CD games and my personal favorite Wonder Dog) is on the move and will be publishing their own souls in '94. Susan Lundy will head up the US office and we welcome her to the fray-you know where to send those games Susan. Make sure to check out Europe for more info, and an interview with Core, along with lots more exclusive information. See you next month after the show.



SONIC 3

HEDGEHOGS

Sonic's back already! So far he's done Pinball, CD and now he's headed for the Genesis! This is great, Sonic every month...I could live with that. Will this be the best Sonic yet? We will see February 2nd. Sonic3 features another all new character, "Knuckles", new play mechanics and is said to be the longest yet. Look for a ton of awesome Sonic3 coverage in our next issue.

Sorry about the fuzzy shot we had to grab these shots off video tape.

Here are some no shows from the AMOA. Japan's got 'em now, so stay tuned to Quarter Crunchers for US release date information.



ART OF FIGHTING 2 - SNK



ULTIMATE FORCE - KONAMI



HYPERDUAL - TECHNO-SOFT

DRAGON BALL Z - BANDAI



PERFECT SOLDIERS - IREM

SUZUKA 8 HOURS 2 - NAMCO



SEGA HUH-HUH

Viacom's first SNES game is based on the hilarious new Nicktoon...Rock's Modern Family. We had a chance to preview the show and the game and they are both great! Watch out Ken & Jimmy, Moe and Spunky will have you rolling...they're Aussies mate. Later in '94 watch for Beavis and Butt-Head as they're video game debut, also from Viacom for the Genesis.

BUBSY



Bubsy is now headed for Saturday morning TV. Do I see a trend beginning? Will the video game wars turn into ratings wars? Aero is said to be right behind him. Will Sparkster swing in next? To bad I'm not an early riser.



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Postmeister

Hey you, I'm the Postmeister here to answer all your questions, no matter what you want to ask or ask! I've got the answer! So write me a letter or I'll come to your house and steal your stuff... Cuz I'm COOL!!

Dear Postmeister,
A few questions about the Atari Jaguar, are all the 3rd party developers European CO's? Are any RPG's in development? What is "Anti-Aliasing" and will the Jag be able to perform this? Will EA support the system? Please give me more screen shots on all of the titles that will be available when the system is released.

Jessie Padilla
Newark, NJ

Dear Jessie,
Currently, the Jaguar has 35 licenses-the newest being Microprose, Accolade, Activision, Grimm, Virgin and Interplay. Most licenses have both a European and US operation (and some Japan as well), so exactly where the development takes place is up to them. But I'm sure that early on most of the titles will be developed in Europe, where most of the best talent resides. So far, no RPG's have been announced but I imagine that many will, especially the dungeon type which would be phenomenal with the Jago capabilities and seem to be very popular in Europe. For more new game announcements and licensee info, check out Other Stuff on page 160. Anti-Aliasing removes the jagged edges on sprites and other objects, leaving a clean, smooth image and, yes, the Jag can do. As for EA, well I think if Atari sells a heap of systems they may raise an eyelid but with their vested interest in the 3DO I don't think they'll ever develop. Well Jessie, I hope I answered all your questions, jump on a Jaguar as soon as you can and be sure to check out Other Stuff, there's a ton of Atari info this month.

Dear Postmeister,
I've come to a conclusion. If you want to do something right, do it yourself. So, like many of your readers, I want to make video games for a living. The future of this industry looks very bright, and I want to be sure it heads in the right direction. I need your help. Anyone can be a programmer (as we all know), but being a successful game designer is what I strive for. The concepts, the planning, the testing of a video game is what I find the most interesting. To do this, I'm asking the utmost authority on the subject (you), what courses to take in college and what to major in. Are there any special schools that have a special affinity for software design? I want to get a jump on everyone else, so I was hoping you could answer my questions quickly. I feel that GameFan is the only magazine worth writing to, since you guys care the most about the industry as a whole. Keep up the great work!

Miguel Hurtado
Arlington, VA

Dear Miguel,
A close friend of mine (I'm crazy but I am connected), David Perry (a great guy and the absolute best 68000 programmer), is going to help me out on this one. Since you sound pretty serious I dropped him a line, so that you and others with the same goal can benefit from his wisdom. Here's what DP says: First of all, I am not aware of any colleges or other continuation schools that give courses in this area, theory is not what you need at this point. Simply go out and get yourself an Amiga A500. You should be able to find one at a very affordable price (much less than that hefty tuition). Now, you'll need an assembler. So track down the Dev Pac from Hi Soft, this is the industry standard. This set up will get you started really and cheaply as a 68000 programmer. In fact, if you make a good enough game you could actually sell it over in Europe



where the Amiga is still huge. There are also many books available that can help you along. Try to find an Amiga dealer in your area and he'll point you in the right direction. If you can't find one write me back and I'll track one down in the Postal 4x4. Believe it or not, DP went from his first Amiga title, "Overford", directly to the Genesis version of Terminator, which was way ahead of its time. He has since gone on to program Cool Spot, Global Gladiators and Aladdin. And now he's setting up shop by the beach with his new ensemble, Shiny. A long way in a short time. With all the new formats popping out, there's plenty of room for more dedicated programmers. So, I wish you luck. And there you have it. Hey, that's like being a karate student and getting advice from Bruce Lee! So, use this information wisely and when you make your first game it better be good or you'll be getting some surprise mail! Give GameFan the exclusive and send us lots of free games! That's the drill Miguel....good luck!

Dear Postmeister,
First of all, let me congratulate you guys on your first awesome year of GameFan! Here's hoping for many more years of your Incredible mag. Second, I have an important question to ask. I'm twenty years old and I've pretty much spent eleven years surrounded by video games (could ya believe I still like Warlords?). I would like to know what it takes to be an editor or game reviewer like Skid or Sgt. Gamer because basically it's the type of job I'm looking for. Is there any college experience necessary or what? Yes I'm serious-I've owned almost every system available (mind the 3DO and Neo-Geo...out of my budget). Finally, what ever became of Battle Blaze? I wear the Super Famicom version came out almost a year and a half ago and Sammy still isn't on the ball. Thanks for all your help, hope you get some snow tired for your mail truck as a Christmas

present.

Sincerely,
The Crimson Skyhawk

Dear Crimson Skyhawk?
First thing you gotta do is drop that code name. It's too dramatic. People will think you're weird (like we're all not). Think of something short that people will remember easily. Second, you need to do what Storm and the others do, absolutely love video games. Not like you do now... imagine having to play games every day, good, bad or boring. You've got to beat them quickly (not to brag but we are all rad gamers) and then accurately analyze them. Then, you have to be able to convert those thoughts into text that other gamers can relate to, so that they can base their decisions on your analysis (at least that's how we do it). This is a huge responsibility. You also may get a call from a developer if you write a negative review, so a good personality helps as well. Hey, you gotta tell it like it is. I guess a good imagination, a good grasp of the English language (although we have proof readers now, remember when we didn't) and the ability to stick with something and work into the wee hours of the morning at crunch time are the key ingredients in a good reviewer. If you can do all of that and love it enough to do it 6-7 days a week, then you can give us a call. Or, write an article and send it into DH, our big chief. He actually reads all of his mail, even if he sits there all night. As for Battle Blaze, they took out all of the nasty stuff from the import and it should have come out eons ago. Maybe the fact that it's not that great of a game has something to do with it or maybe they're making it better. I'll ask 'em at the CES...if they let me in! As for snow tired...I just let bad games on to my sticks, they get great traction!

This is one of two letters from Patrick Brown, an intelligent fir-

teen year old that every marketing director should schedule an appointment with.

Dear Postmeister,
Is it just me, or are people incredibly stupid?!! What is with all of this censorship in video games? I am fifteen years old and a freshman in high school. One of the math classes that I'm taking right now is Pre-Calculus. My GPA for the first quarter was a 4.714. According to my teachers, I'm a "very good kid." I've played Mortal Kombat, seen all blood and even ripped off a few heads. You know what? ... I enjoyed it a little too! I'm not about to go to the grocery store and try to massacre every customer in the place! I am fully capable of comprehending the fact that it was just a video game. Why the frack would this video game need to be censored? ... What? To protect the children? Who do you think is playing the game in the arcades?!! Why would anyone want to bring it to a home system if they didn't know that at least a few thousand kids were playing it?!! And if the parents are worried about their kids seeing the blood, then they should actually get involved with their children to see what they were playing! Isn't it the responsibility of the parent to censor what the child sees and not the responsibility of the game company? (I think it's called "parenting" or "being a parent." Could you look it up for me?). I can sort of understand why movies would have to be rated to protect kids; they are a little more realistic than video games. They do have live actors/actresses in the movies. But if I grab a cartridge and plug it into my system, I'm not expecting reality. Even if it is with real actors, like Sherlock Holmes for the Sega CD, I still know it's a video game. I can turn the power off any time I get scared. I am pretty much in complete control of what happens when I play a video game. I can see a Palestinian getting his head literally blown off on

the news (it actually happened, my brother saw it), but I can't see take blood on a video game. Am I missing something here? Not all people are stupid though, I must say that I loved Betty Nguyen's letter in issue 12. I also loved Chet Melayen's letter, that was an awesome point. I'd like to see how you feel about some of the points I've made. Thanks for your time.

Letter number two:

Dear Postmeister,
I'd like to complain about the amount of crud coming out for the Sega CD. The Blonic Gamer nailed it in his/her letter. I also get the systems for the games that I saw coming out in Japan. But they're not going to come out in America because Americans are not familiar with the Japanese cartoon stories? If it is a great game, people will buy it. Dragon Ball Z is a great cartoon, and an excellent game. If there was no cartoon, I would still like the game. But since the cartoon is rarely seen in America, the game is no good? That makes no sense whatsoever! The Sonic the Hedgehog cartoon didn't come out 'til after the video game. He didn't exist 'til the game came out. But, since it was a great game, everyone loves him now. Did I see a Mario cartoon before I played the game? No! Did I thoroughly enjoy the game anyway? YES! You see the point I'm trying to make here? The game is not bad just because we may not have seen the cartoon. Maybe the games will cause more people to get involved with Japanese animation (which I have been a fan of for years) and open them up to a new culture. Who knows? Anyway, I've been complaining long enough. Thanks a huge heap.

Patrick Brown Mimar, FL

Dear Patrick,
Great letters! The point you make on censorship is right on the money. It's funny that you can figure it out while politi-

clans, talk show hosts and news agencies stumble around like frogs in a French restaurant. These under-educated wannabees have obviously done no actual research with publications like ours or kids like you. But then, if they did, they would find out how wrong they are and then have to deal with society's real problems. Presumably why they don't. These people are basically mooches, they get paid for their so called foresight. I would like to see all the kids being pre-judged like you, voice your opinions on this subject. In fact, if you get your letters to me I'll get 'em to either the proper authorities in Washington (if there are any) or to a local TV or radio station. Who knows, maybe Howard Stern will address these bores. In response to your second letter, I agree 100%. But here's the marketing perspective; the minor chains like EB, Babbage's, Blockbuster etc. might not pre-order that many of a title they are unfamiliar with. They are not gamers and have no idea what's good and bad... great, more uneducated people in the loop. They look for licenses like, TMNT, SF2, Jurassic Park, Dracula, Sonic, Mario etc.. That they know will sell even if they suck. That way, they don't actually have to work and that's how nine to fivers are... suits, they get home to catch Roseanne. So, the software companies react. Why take a chance on something new when you can ride the coat tails of a hit movie? That's why games like Gunstar Heroes (our game of the year) get no promotion while average games with big names get splashed all over the media. We do have hope though. Systems like the Atari Jaguar open the doors for programmers in Europe and other countries to be creative and take chances. Many of them are not governed by the powers that be. The only catch is that a huge installed user base is not yet in place. So, the majors will most likely take the safe route with Sega or Nintendo and make an arcade

translation or another sequel. It will take a system like the Jag to take off to wake them up, and that is up to all of us. Japanese animation, such as Dragon Ball Z, being ignored is a crime. It blows away any of our cartoons as do most of Japan's Anime series. There are, of course, those companies like Working Designs that have gamers in the decision making position like Victor Ireland, that will ignore the suits and fight to bring out a game like Lunar. Fight he did, so if you own a Sega CD go buy it. It's RPG of the year, maybe of the decade. As for the Sega CD, wait, our hope lies in Europe with companies like Core and Probe, which is precisely why we have started Europa, our new section on the European gaming scene. The US may be all mucked up and watered down but those guys over there are gamers. Most of the really good stuff coming out is being done over there or in Japan. So, there you have it chief-my response to your two great letters. I hope I answered a few of your questions. Always remember, you, the consumer, all of you, dictate what ultimately will happen. So, buy smart (our un-watered down reviews will help). Don't be fooled by a big license or a cool box and I beg to say this but watch out for bad reviews. I've most recently read some very high scores for some very bad games. Be careful! Catch ya next month!

The Postmeister

To reach me at my luxury dungeon pad, send your cards, letters (and anything else you can think of) to:

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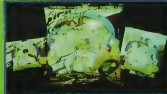
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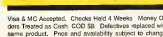


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